GEM
DIGITAL KEYBOARDS

Genesys Genesys Pro (with hard disk kit)

Genesys s

Genesys s

Genesys series

Genesys series

Genesys grand ensemble

Genesys xp

release notes

Genesys series

•English

GENERALMUSIC

GENESYS SERIE UPGRADE RELEASE NOTES

The present Genesys manual addendum contains all the functions instructions introduced by the latest operating system upgrade and it is valid for the following Genesys models:

Genesys/Genesys "standard" with hard disk kit (code 970466) installed on board	V 1.01
Genesys S	V 2.01
Genesys S	V. 2.01
Genesys ensemble	V 1.03
Genesys grand ensemble	V 1.03
Genesys xp	V 1.04
Genesys Oriental	V. 1.01

In this manual addendum we'll refer to all this models only as "Genesys"

RELEASE NOTES INDEX

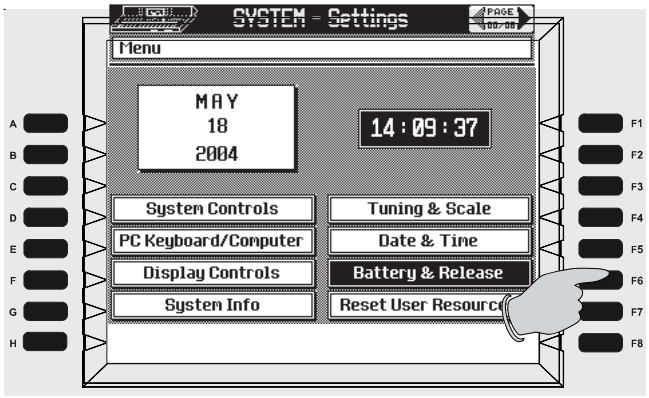
Checking the operating system release	
How to upgrade the operating system	
Connect the genesys to the as1	**page1**
Genesys microtuning response programming	**page3**
Assign an user scale to a programmable pad	**page4**
Create an user scale	**page4**
Create or modify one (or more) user scale	**page4**
Assign the user scale to a programmable pad	**page4**
Assign a user scale to a programmable pad	**page5**
Edit parts menu upgrade	**page8**
Edit parts menu: l+r mode	**page8**
Edit parts menu: portamento	**page9**
Edit parts menu: legato	**page10**
Play list programming upgrade	**page11**
Standard midifile editing upgrade	**page16**
Midifile transpose	**page17**
Midifile mixing parameters: volume	**page17**
Midifile mixing parameters: pan	**page18**
Midifile mixing parameters: to change a sound in a midi track	**page18**
Change a sound in a sequencer track in genesys xp	**page19**
To confirm the editing procedure: store	**page19**
Sample editor upgrade	**page21**
Create a multisample using up 32 different samples	**page21**
The auto assign function	**page22**
The midi set up	**page25**
Folder "autoload" function	**page27**

CHECKING THE OPERATING SYSTEM RELEASE

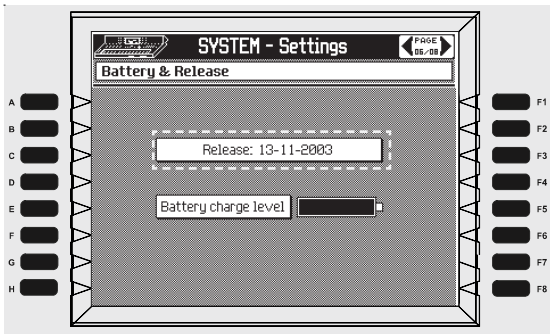
It is very important to install on board the latest operating system release of the instrument. For this reason first of all check the currently installed O.S. Version:

1 **Press the button SYSTEM on the control panel**

2 **The display show the SYSTEM setting main screen**



3 **Press F7 function button to select "BATTERY&RELEASE" menu.**



4 **In the higher part of the display the currently installed O.S. data is reported. Please compare this date with the one of the O.S. CD included in the Genesys package. In case the CD has a later date, please upgrade the instrument. Also check in our websiste: www.generalmusic.com.**

WARNING! **Before you proceed with the upgrading, please save all personal data stored in the internal memory of the Genesys .**

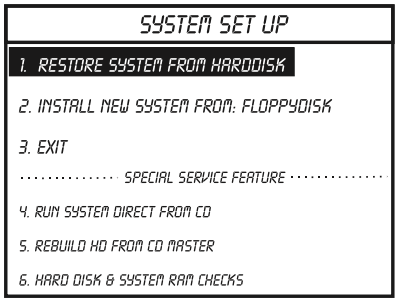
HOW TO UPGRADE THE OPERATING SYSTEM

1 **Insert the operating system CD in the CD driver**

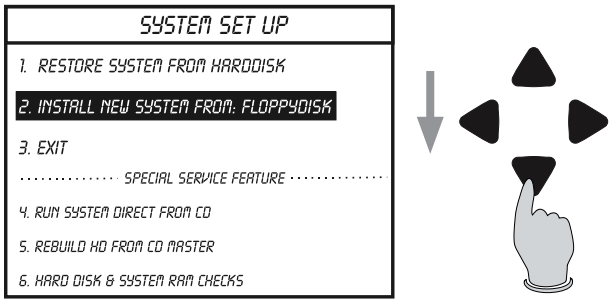
2 **Switch OFF the Genesys**

3 **Switch on the instrument, rotating the ALPHA DIAL on the panel at the same time.**

4 **The following SYSTEM SET UP screen appears in the display:**


SYSTEM SET UP
1. RESTORE SYSTEM FROM HARDDISK
2. INSTALL NEW SYSTEM FROM: FLOPPYDISK
3. EXIT
SPECIAL SERVICE FEATURE
4. RUN SYSTEM DIRECT FROM CD
5. REBUILD HD FROM CD MASTER
6. HARD DISK & SYSTEM RAM CHECKS

5 **Select the number 2, using the cursor button DOWN**


SYSTEM SET UP
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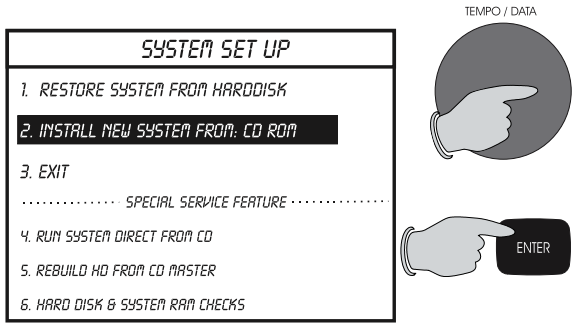
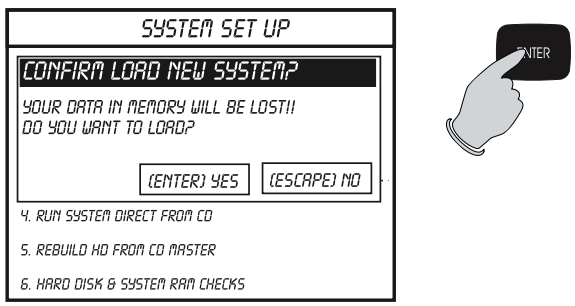
6 **Select the CD Rom as installation driver by turn the alpha dial. Then press the ENTER button.**


SYSTEM SET UP
1. RESTORE SYSTEM FROM HARDDISK
2. INSTALL NEW SYSTEM FROM: CD ROM
3. EXIT
SPECIAL SERVICE FEATURE
4. RUN SYSTEM DIRECT FROM CD
5. REBUILD HD FROM CD MASTER
6. HARD DISK & SYSTEM RAM CHECKS
TEMPO / DATA
ENTER

7 **After the confirm message, press ENTER again. The upgrade will start. The upgrade will be completed in a few minutes. Once the operation is over, the main screen is showed on the display.**


SYSTEM SET UP
CONFIRM LOAD NEW SYSTEM?
YOUR DATA IN MEMORY WILL BE LOST!!
DO YOU WANT TO LOAD?
(ENTER) YES
(ESCAPE) NO
4. RUN SYSTEM DIRECT FROM CD
5. REBUILD HD FROM CD MASTER
6. HARD DISK & SYSTEM RAM CHECKS
ENTER

NOTE: in the Genesys there are two types of operating system upgrades:

1) Complete upgrade which contains new functions and implementations, optimization, debug and musical resource update (Sounds and styles). This type of upgrade due to its size is normally archived in a CD.

2) Upgrade patch. It consists of debug and optimization of the system without update the musical resource. Normally the upgrade patch can be downloaded from our website and easily transferred in a floppy disk to upgrade the Genesys.

CONNECT THE GENESYS TO THE AS1

The **AS1** is an important (optional) accessory allows you to perform using the arabic (and ethnic) scales, for all details please refer to the **AS1** owners manual.

AS1 Genesys is an optional accessory and have to be purchased separately. Please skip this chapter if you don't have an AS1

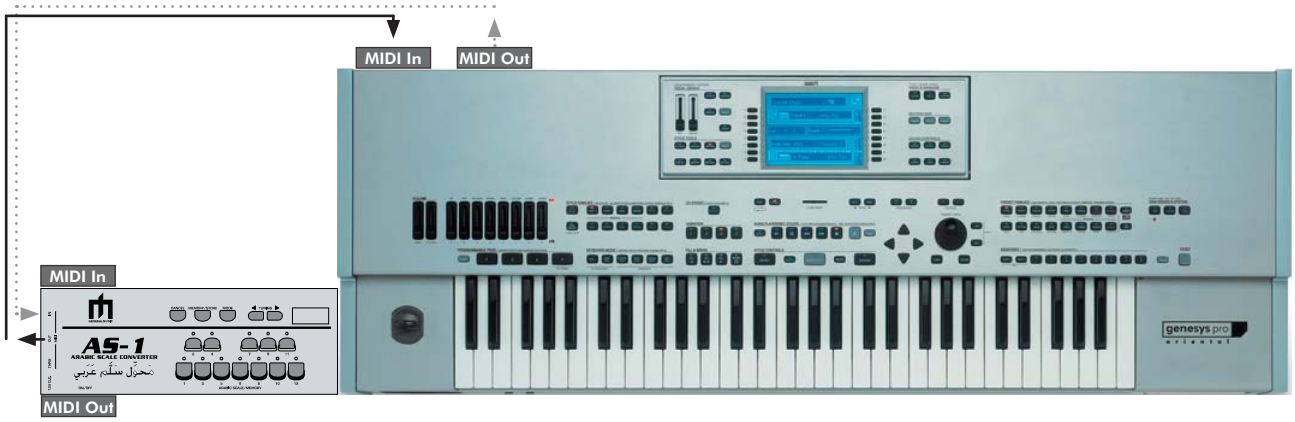
STEPS

1 Connect the Genesys to the AC power (please do not switch ON the keyboard at this point!)

2 Connect the Genesys to the a speaker system (or to an headphones)

3 Connect the AS1 adapter to the AC power, (please do not switch ON the AS1 at this point!)

4 Connect the Genesys and AS1 MIDI terminal



Please connect the AS1 **MIDI Out** to the Genesys **MIDI In** as a main connection. It is also possible to connect a second MIDI cable from the Genesys MIDI Out to the AS1 MIDI In. This connection is facultative and serves only as a means of observing **AS1** command panel changes when sequenced data is played back on the Genesys. For further details please refer to the relative chapter of the AS1 owners manual.

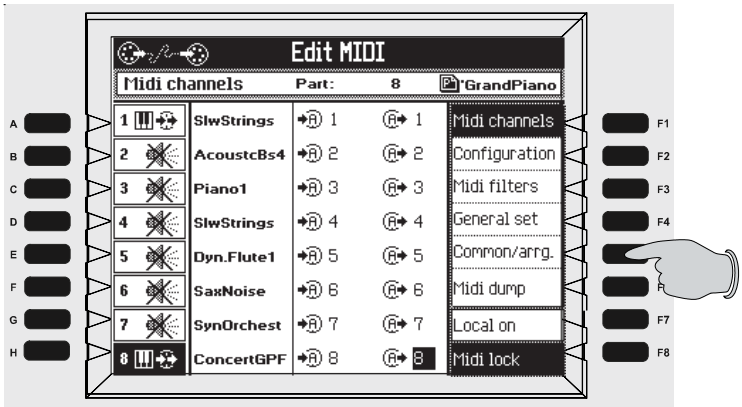
5 START THE GENESYS

6 TUNE THE GENESYS MIDI COMMON CHANNEL

To properly work with the **AS1** the Genesys **COMMON CHANNEL** has to be set on channel **16**.

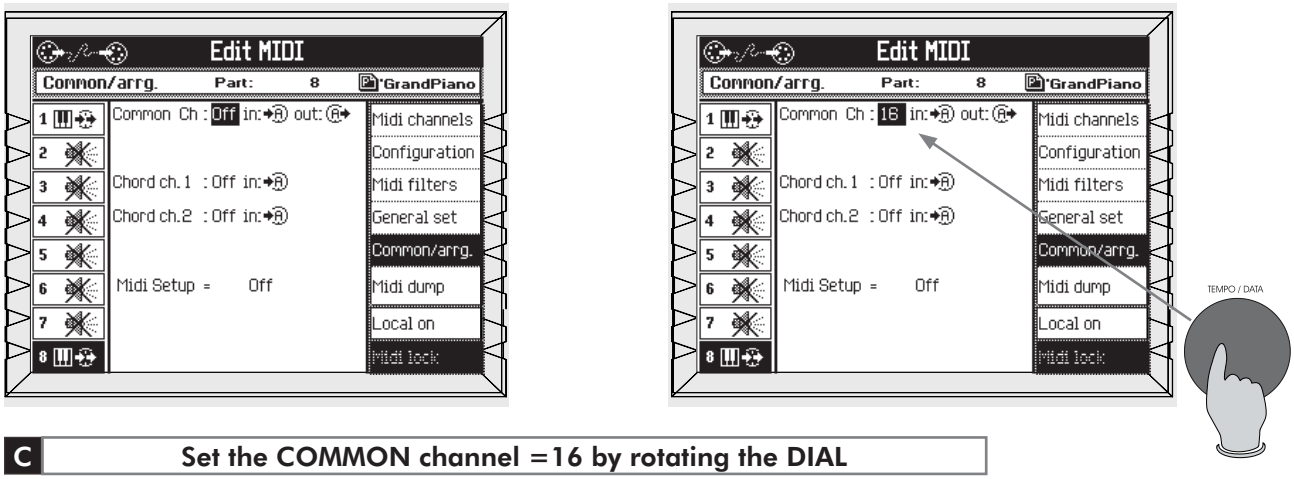
A **Press the button MIDI on the panel**

The display shows the relative screen



B **Press the function button [F5], COMMON/ARRG.**

The display now shows the MIDI COMMON channel setting screen



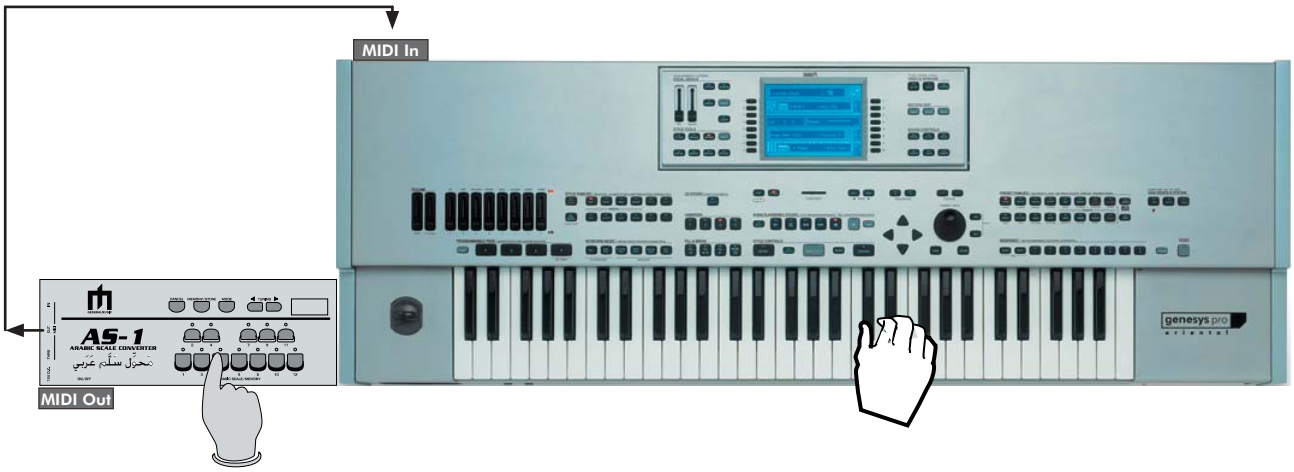
C **Set the COMMON channel =16 by rotating the DIAL**

6 Now Start the AS1

Exit the MIDI menu pressing the button ESCAPE. The Genesys it is now ready to perform with the AS1 using the arabic scales.

EXAMPLE

Once the previous step are completed, recall any of the oriental preset and play along the keyboard



Pressing now any of the **AS1** function button (1-12) the corresponding note pitch will be realtime altered in oriental style (1/4 of tone). The led of the pressed button will be ON, indicating the altered note. Pressing the button again the pitch alteration is canceled (corresponding led OFF). More than one note can be used at the same time.

For more detail about this topic please refer to the AS1 owners manual.

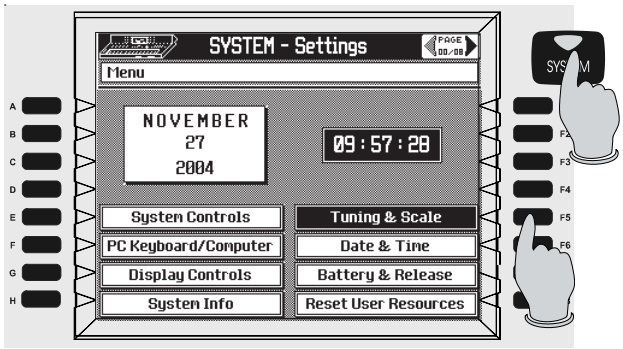
GENESYS MICROTUNING RESPONSE PROGRAMMING

Concept:

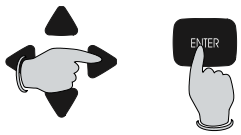
In Genesys the global Microtuning response can be set in order to affect ALL the PARTS both played in realtime and triggered by the styles, or only the solo PARTS played in realtime, without affecting the parts triggered by the styles. You can select the option you prefer.

Steps:

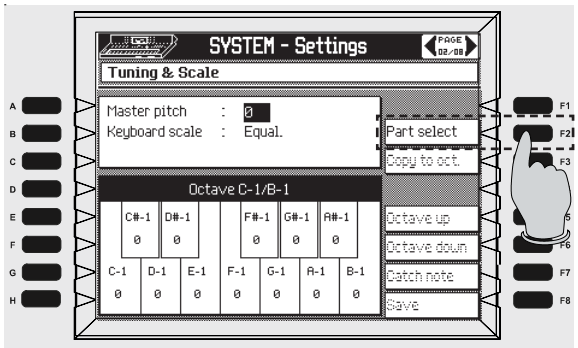
1 Press the button SYSTEM on the panel



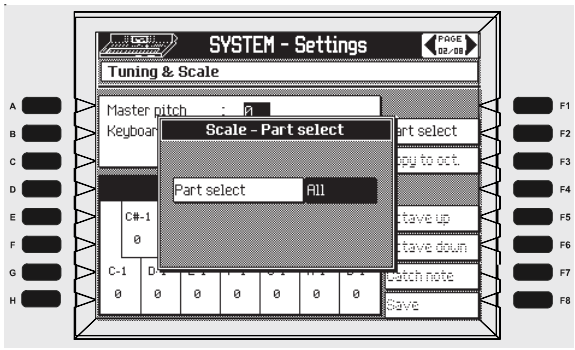
2 Select the TUNING&SCALE menu using the CURSOR, then press ENTER



The instrument enter the TUNING&SCALE menu.



3 Press the function button F2 PART SELECT

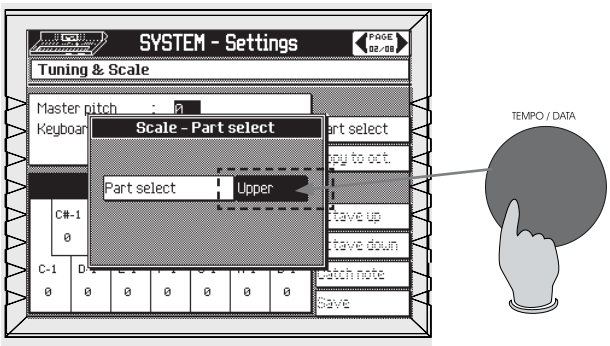


The default set up is ALL. This mean that detuning one note with the AS1, ALL the same notes and ALL the instruments used in your performance will be detuned (even those triggered by the accompaniment tracks).

Example with PART SELECT=ALL (default)

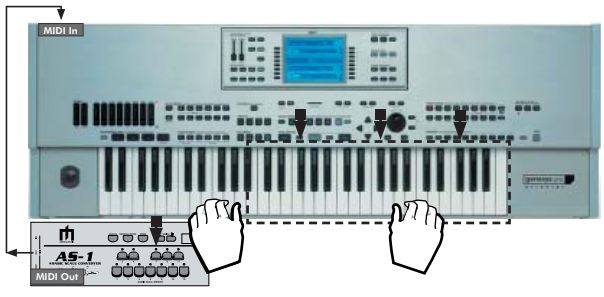
Play on the keyboard using the styles and press any of the ARABIC SCALE detune buttons on the AS1, for example F#. In this way all the notes=F# will be detuned, in all octaves and in all the instruments of the used section (realtime and styles).

4 Select now the UPPER option by rotating the DIAL



Selecting the UPPER mode, only the notes of the realtime tracks assigned to the UPPER section will be affected by the AS1 detuning.

Example selecting PART SELECT=UPPER



Play on the keyboard using the styles and press any of the ARABIC SCALE detune buttons on the AS1, for example F#. In this way only the notes=F# of all the octaves assigned to the UPPER sections (soloist sounds), will be affected by the detuning.

ASSIGN AN USER SCALE TO A PROGRAMMABLE PAD

Concept:

This function allows you to assign to any of the programmable pads, a custom temperament or user scale that is memorized in any of the User scale memory locations.

Steps:

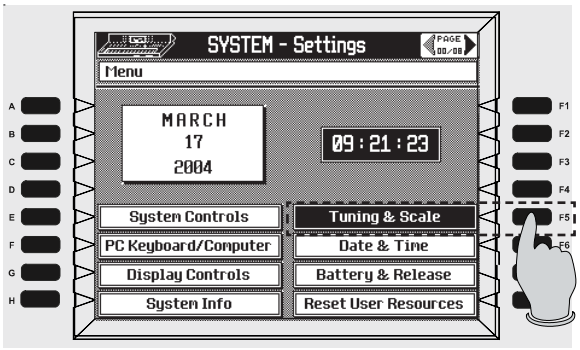
A Create or modify one (or more) USER SCALE

B Assign the USER SCALE to a Programmable Pad

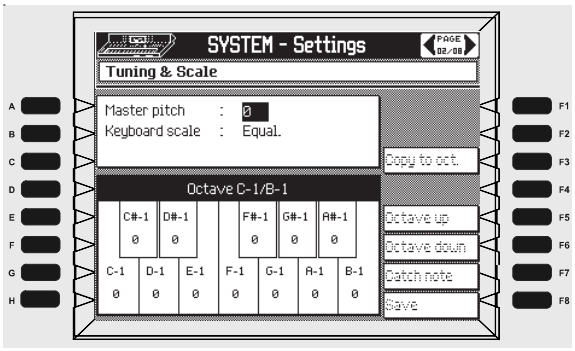
Description

CREATE AN USER SCALE

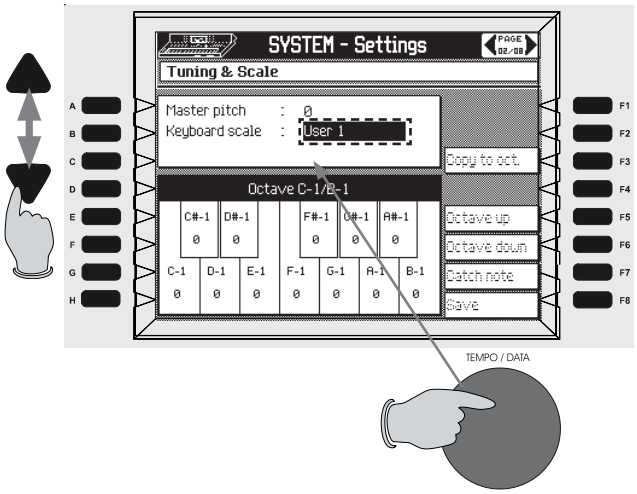
1 Press the SYSTEM button on the panel



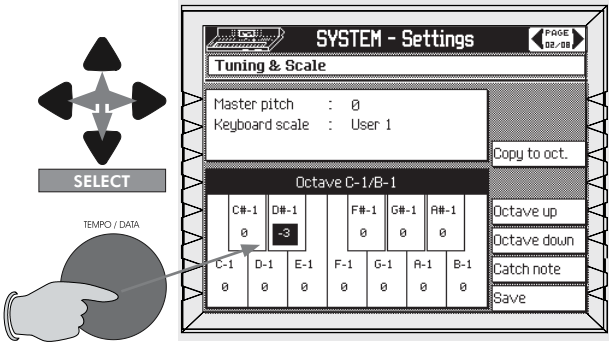
2 Press the TUNING & SCALE [F5] function button



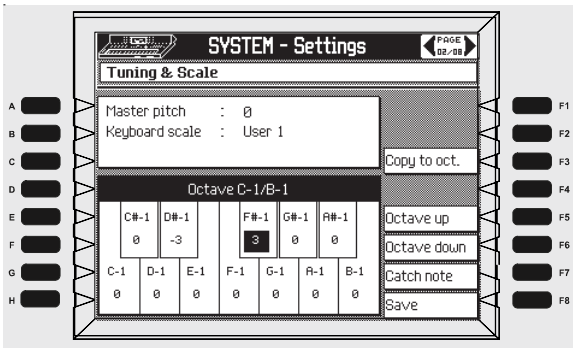
3 Select KEYBOARD SCALE in the menu with the DOWN CURSOR, then select USER1 by rotating the DIAL



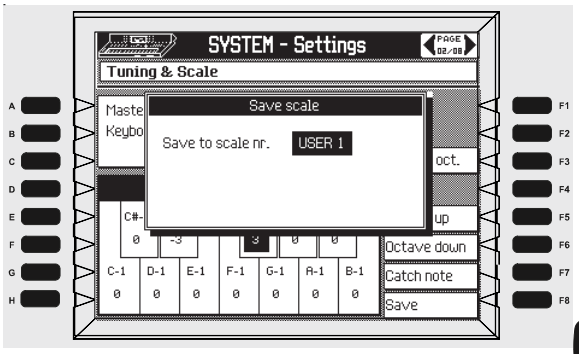
4 Select the note you want to detune using the CURSOR, then input the new value by rotating the DIAL (i.e. D#-1 in this example)



5 Repeat the detune operation selecting other notes as desired



6 Once you have finished detuning the notes, press the SAVE button [F8]

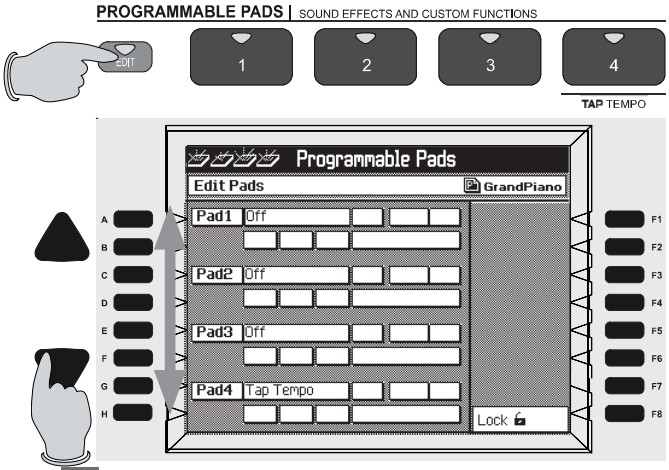


7 Select a USER scale to memorize your custom scale (USER1 in this case) , then press ENTER

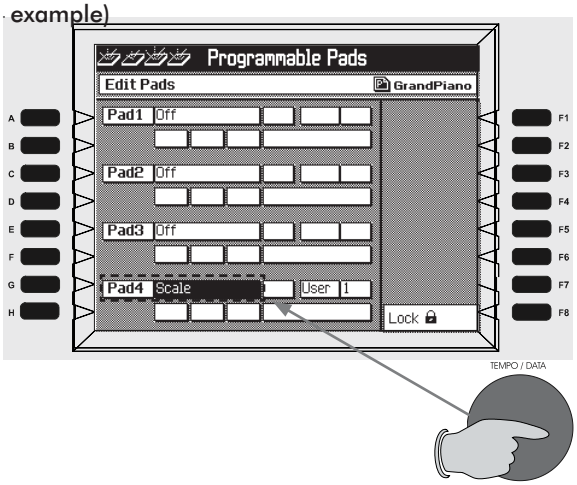
Your custom scale pitch data is now memorized in the USER1 location. You can memorize other user scale using the remaining locations (from 2 to 8)

ASSIGN A USER SCALE TO A PROGRAMMABLE PAD

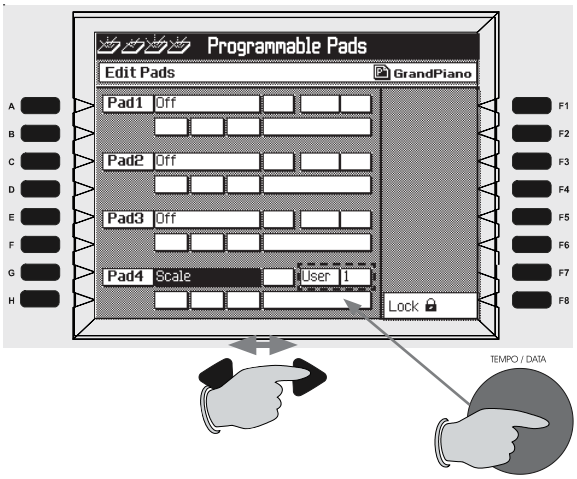
1 Press the EDIT button in the programmable pads section. The edit page is shown on the display.



2 Select a PAD to assign the USER scale using the UP/DOWN CURSOR. (the pad n.4 is used in this example)



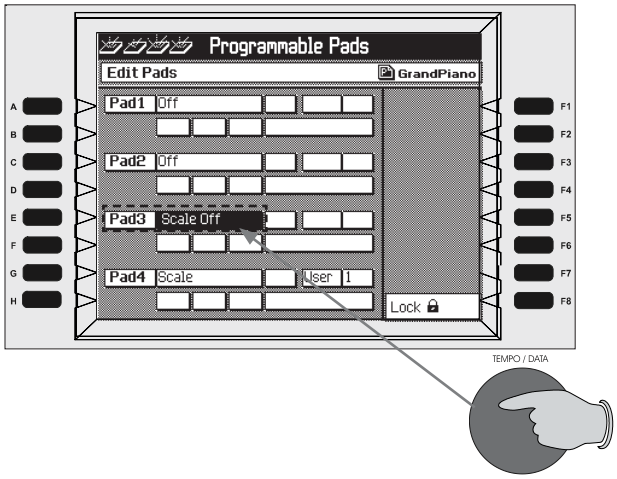
3 Once you have selected the PAD, assign the SCALE function by rotating the DIAL

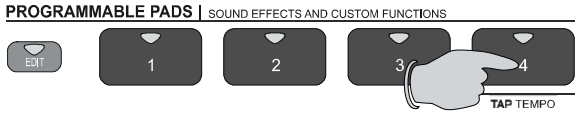


4 Moving to the next field (USER 1) using the RIGHT CURSOR. Here you can select the USER scale memory to assign to the PAD. (USER scale location from 1 to 8)

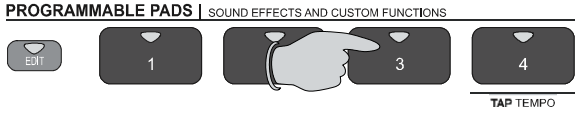
Now it is possible to select another pad to assign a different USER scale or the SCALE OFF function, to restore the normal temperament during your performance

5 select the PAD n. 3 with the CURSOR, assign the SCALE OFF function by rotating the DIAL





By pressing PAD n. 4 you can now recall in realtime the temperament you have programmed in the USER scale 1.



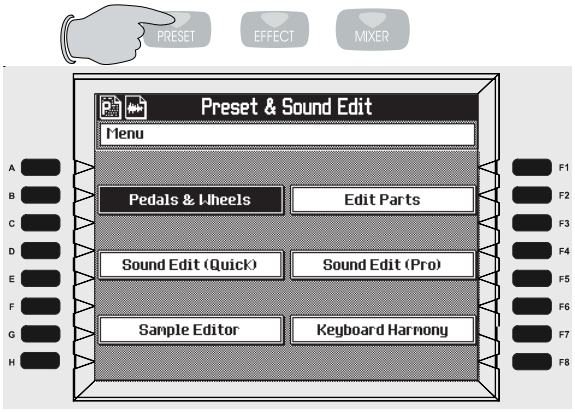
Pressing the PAD n. 3 (SCALE OFF), you restore the normal temperament (EQUAL).

The programmable pad set up can be stored in one of the internal MEMORIES or stored in realtime by using the LOCK function [F8]. Please refer to the relative section in the owner manual.

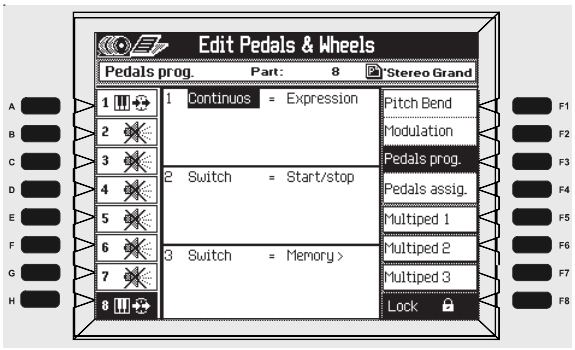
MULTIPEDAL MODE

The multipedal is a new optional accessory unit specifically designed for Genesys. This unit has six pedal switches. All six may be used with the simple connection of only one pedal input: leaving the remaining two available for volume and sustain.

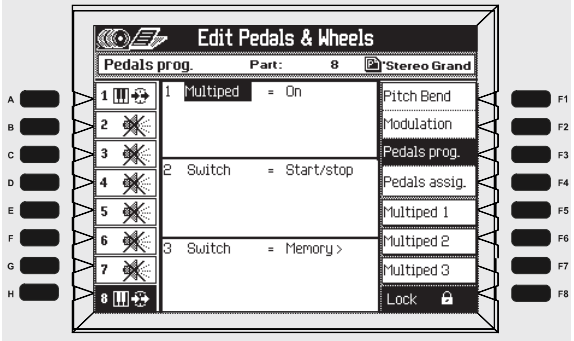
1 Press the [PRESET] button in SECTION EDIT



2 Press the function button [B] or ENTER to enter the menu

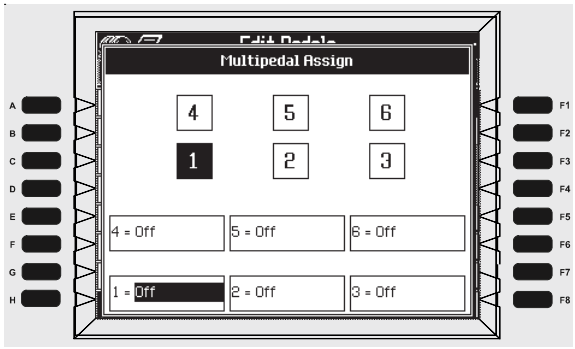


3 Select MULTIPEDAL in the pedal 1 field



In this example we assume the MULTIPEDAL is connected to the input N. 1 on the rear panel. If you have Connected the MULTIPEDAL to a different input, you will have to select the correct one.

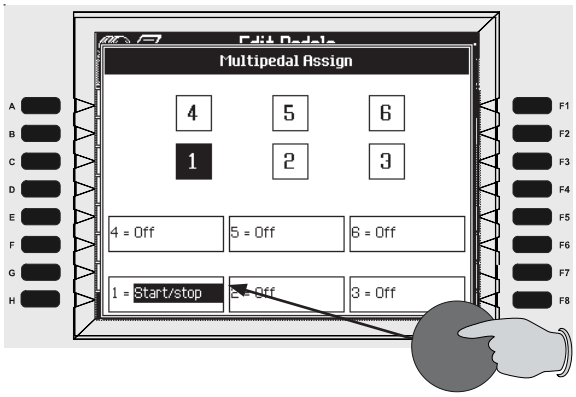
4 Press the function button [F5] MULTIPEDAL 1

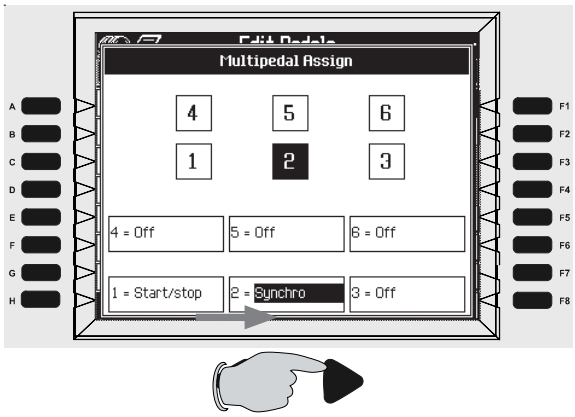


The display shows the MULTIPEDAL assign screen

4 Select the function you want to recall with each pedal by rotating the DIAL.

It is also possible to check the function assigned to the pedal simply pressing the relative footswitch.





5 Select another footswitch by using the CURSOR, then select the desired function with the data DIAL.

Repeat the operation until the six footswitches are assigned to the functions you wish them to control.

NOTE:

To access the MULTIPEDAL mode functions, the optional MULTIPEDAL unit has to be connected to the Genesys.

Up to 3 MULTIPEDAL unit can be connected at the same time to the Genesys pedal input

NOTE:

DAMPER, SOFT and SOSTENUTO can not be assigned to the single switch pedal in MULTIPEDAL mode.

FUNCTIONS ASSIGNABLES TO THE MULTIPEDAL SWITCH

Off	No effect
Start/Stop	Simulates the Start/Stop button.
Synchro	Enable /disable the syncro function
Intro	Activates the Intro.
Fill <	Activates the Fill< function.
Fill =	Activates the Fill function.
Fill >	Activates the Fill> function.
Ending	Activates the Ending function.
Variation 1	Switches to Variation 1.
Variation 2	Switches to Variation 2.
Variation 3	Switches to Variation 3
Variation 4	Switches to Variation 4.
Var >	Switches to the next Variation.
Var <	Switches to the previous Variation.
Memory>	Advances to the next memories
Memory<	Advances to the previous memories
Harmony	Activates/deactivates the Harmony function
Bass Inv.	Enables/disables the Bass inv. Function
Arrange On/Off	Activates/deactivates the Arranger
Fade In/Out	Activates/deactivates the Fade In/Out function.
Tempo >	Increases the Tempo setting by one unit at a time.
Tempo <	Decreases the Tempo setting by one unit at a time.
Punch	Activates/deactivates the Punch recording function during recording operations.
Rotary s/f	Changes the speed of the Rotary effect from Slow to Fast or vice versa.
Minor	Converts the currently held chord to the minor chord.
Dim	Converts the currently held chord to the diminished chord.
Min	7th Converts the currently held chord to the minor 7th chord.
Maj 7th	Converts the currently held chord to the Major 7th chord.
Voc. Genius on/off	Enable/Disable the vocal processor
Freeze Chord	Locks the current chord (pedal held), allowing you to play freely with both hands across the entire key-board without triggering changes in the Style auto-accompaniment. The function deactivates at pedal release.

EDIT PARTS MENU UPGRADE

The Genesys now features some exciting and useful new functions in the EDIT PARTS menu, increasing the instrument's versatility within PRESET programming and editing areas.

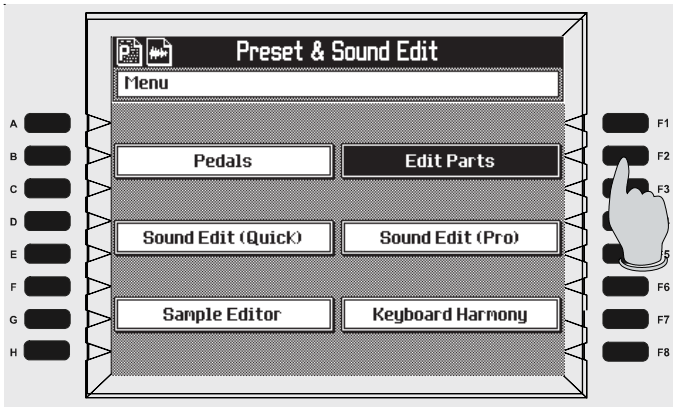
A	In the MODE/PRIORITY menu the new L+R Mode has now been included
B	In the EDIT PARTS Page 2 menu the PORTAMENTO mode has been included
C	In the EDIT PARTS Page 2 menu the LEGATO mode has been included

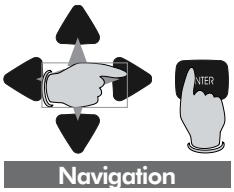
EDIT PARTS MENU: L+R Mode

The L+R priority mode allows you to play a selected part (instrument sound) of the Preset monophonicly, triggering the notes played by only the left and right side of a chord.

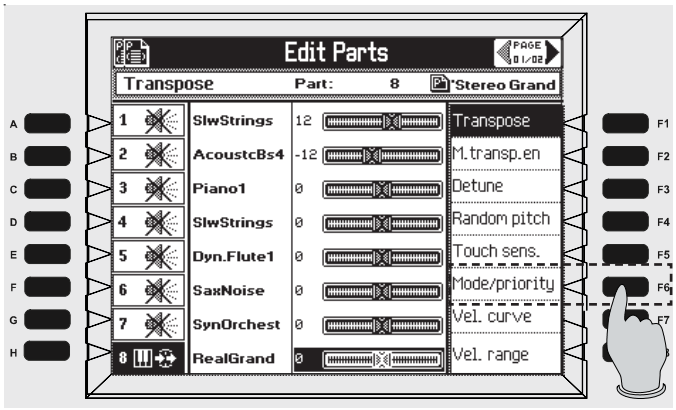
1 Enter the EDIT PARTS menu pressing the PRESET button in the panel and then the function button [F2]

To select the EDIT PARTS menu press F2 or use the CURSOR to select the EDIT PARTS, and the press ENTER to confirm.

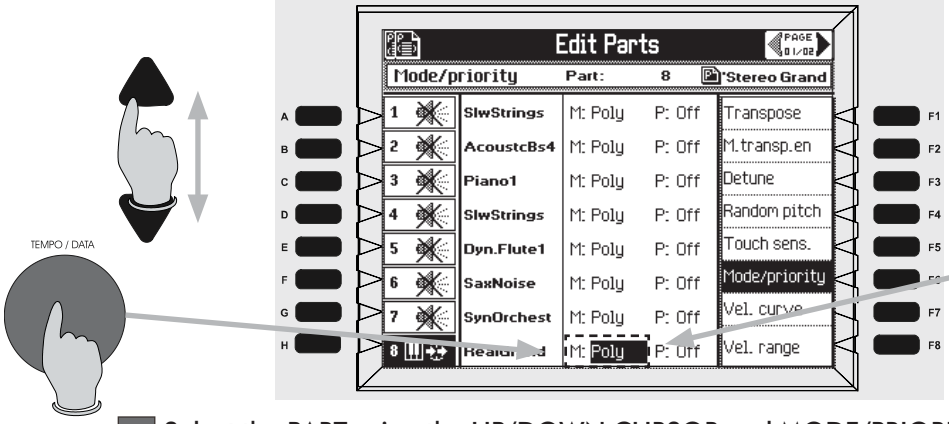




2 Press the function button [F6] MODE/PRIORITY



3 The display shows the MODE/PRIORITY page set up



MODE PRIORITY TRACK VALUE	
POLY	The track play polyphonic
MONO L	The track play in monophonic mode with left priority
MONO R	The track play in monophonic mode with right priority
MONO T	The track play in monophonic mode with last played note priority
MONO L+R	The track play in monophonic mode with left + right priority

4 Select the PART using the UP/DOWN CURSOR and MODE/PRIORITY Mode L+R by rotating the DIAL

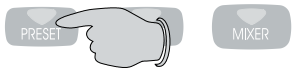
EDIT PARTS MENU: PORTAMENTO

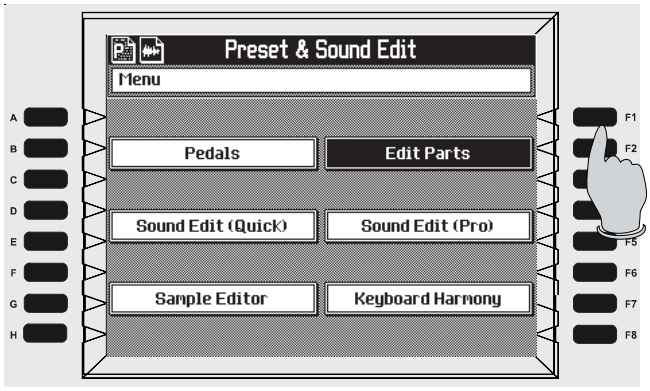
This feature allows you to play a selected part (instrument sound) from a PRESET using the PORTAMENTO feature. The portamento is a feature typically associated with acoustic instruments (i.e. violin, human voice, trombone) providing a frequency shift sliding effect, between two different notes (pitch).

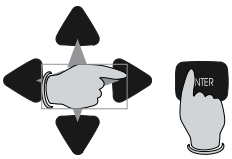
1 Enter the EDIT PARTS menu by pressing the PRESET button in the panel and then the function button [F2]

To select the EDIT PARTS menu press F2 or use the CURSOR to select the EDIT PARTS, and the press ENTER to confirm.

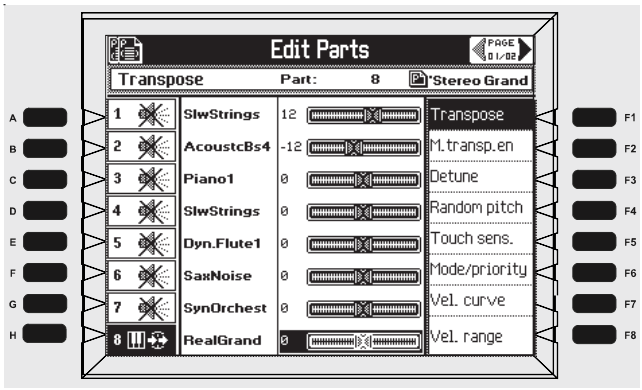
SECTION EDIT



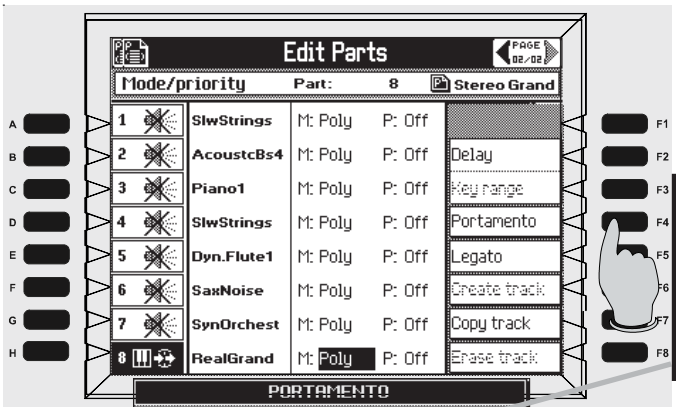


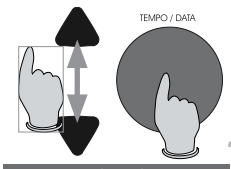


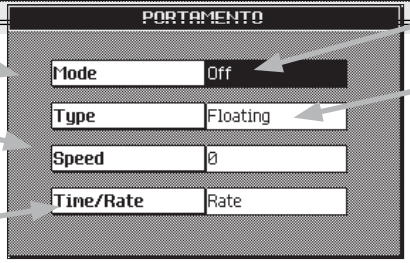
2 Press the button [PAGE NEXT] on the panel to select the Page 2 control menu



3 Press the function button [F4] PORTAMENTO, the control menu will appear on the screen







MODE	
	OFF no portamento
	NORMAL portamento creates a pitch slide whenever a new note is played.
	LEGATO activates the portamento effect only when a note is played while another note is still being held.

SPEED	Adjust the time taken for the pitch slide to occur.

TIME RATE	This control affects the way that the SPEED setting is interpreted. Setting this parameter to **TIME**, the SPEED value controls the actual amount of time it takes to slide from any note to any other note regardless of the "distance" in pitch between the two. Thus the time taken to slide between any two notes will always be the same. Setting to **RATE**, the SPEED value controls the amount of pitch change per second. This means that the time it takes to slide from one note to another depends entirely on the "distance" it has to travel between the two. This means that the time taken to slide between any two notes will be different depending on which notes are played.

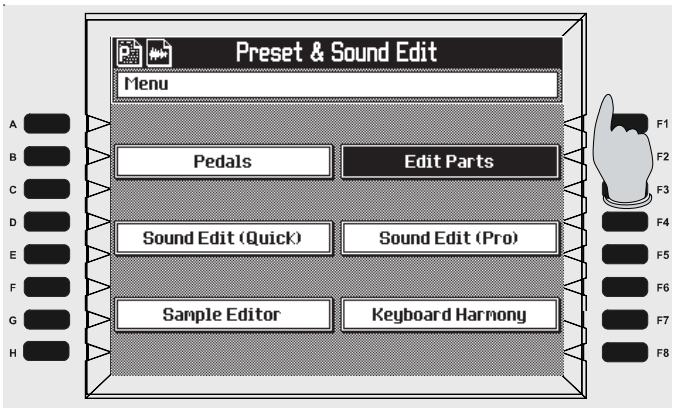
TYPE	
This feature only applies when, during the course of sliding from one note to another, you play an new note somewhere in between the two, (which begins a separate portamento, [pitch slide] of it's own). The TYPE setting controls where this new slide will commence from	
Floating	The new portamento will commence from the pitch which the previous portamento had reached when the new key was pressed.
Re-Start	The new portamento will commence from the ultimate destination of the previous portamento.

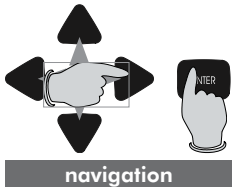
EDIT PARTS MENU: LEGATO

This function will allow you to skip the initial attack portion of the sound if you play the keys in "LEGATO" style while using this mode. It allows you to emulate wind instrument performances with a new level of authenticity.

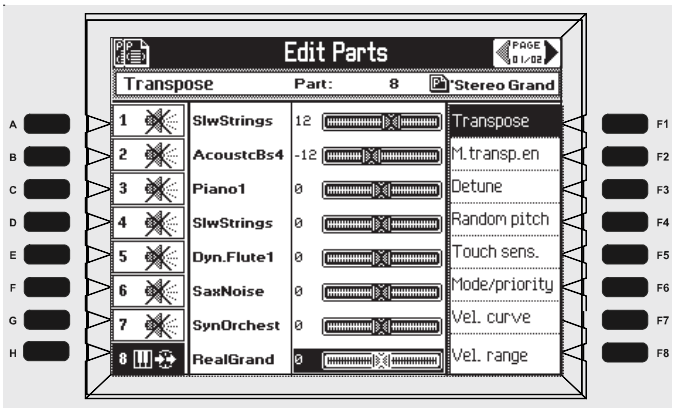
1 Enter the EDIT PARTS menu pressing the PRESET button in the panel and then the function button [F2]

To select the EDIT PARTS menu press F2 or use the CURSOR to select the EDIT PARTS, and the press ENTER to confirm.

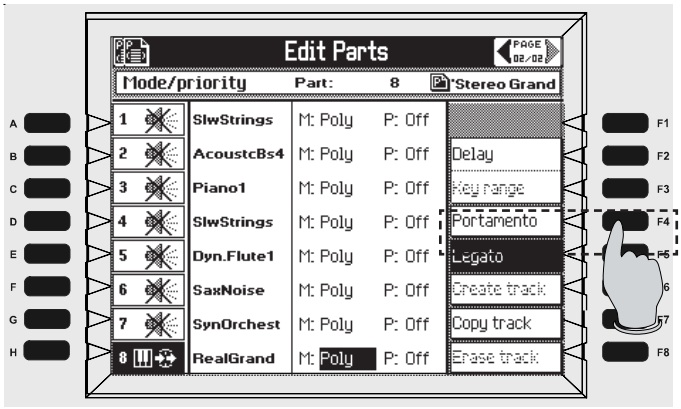




2 Press the button [PAGE NEXT] on the panel to select the Page 2 control menu



3 Press the button LEGATO [F5] on the panel. The function will now enabled



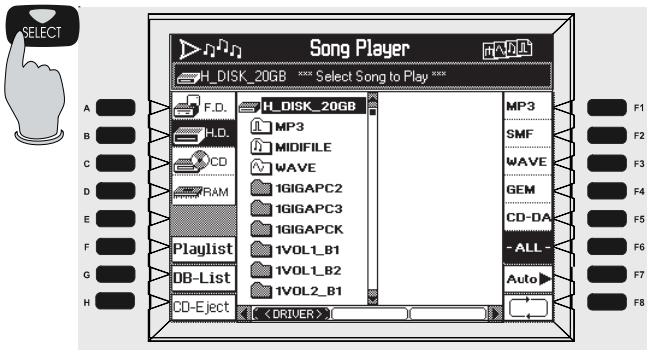
This function allows you to obtain impressive results with wind and brass solo instruments. Try by selecting any of internal Genesys presents from these families and enable this function, to enhance your performance.

To memorize any of the functions described in these pages, simply press the [STORE] button , then select a destination location (MEMORIES, PRESETS, STYLE PRESETS) for the current edited preset, then press [ENTER] to confirm. For more details, please refer to the STORE chapter in your owners manual.

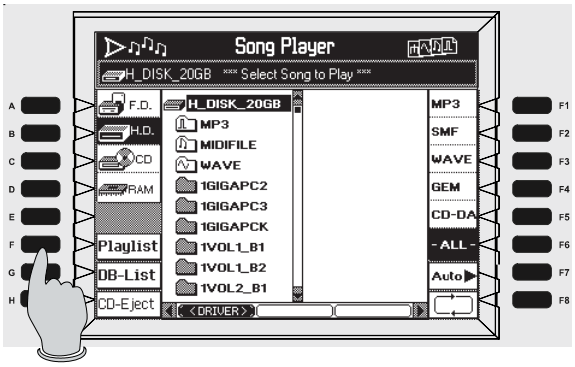
PLAY LIST PROGRAMMING UPGRADE

Genesys PLAY LIST function has been further upgraded. It is now possible to realtime add music files in a PLAY LIST without stops the current song playing, in this way become easier to arrange and manage your repertoire even in realtime.

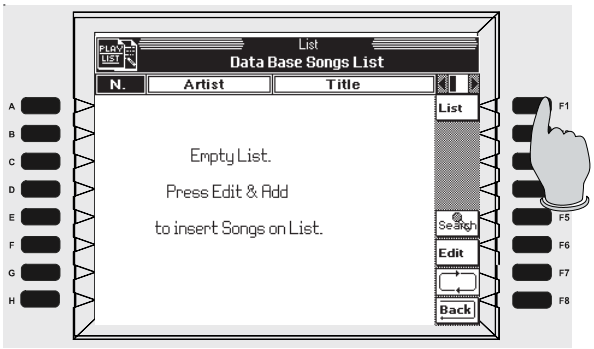
1 Enter the SONG PLAYER pressing SELECT on the panel



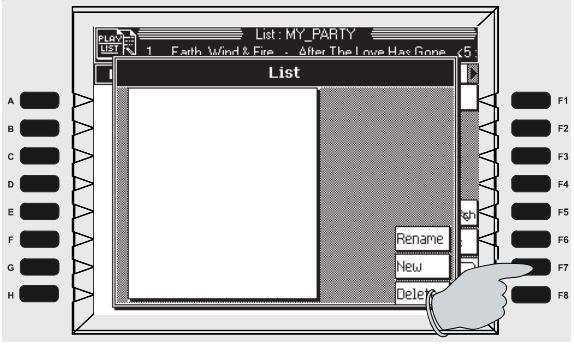
2 Select PLAY LIST by pressing the function button [F]



The very first time you enable the function, the display will show a screen like this

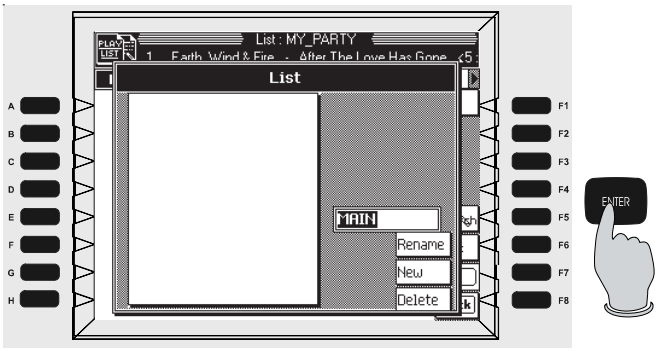


3 Press the function button F1 [LIST]

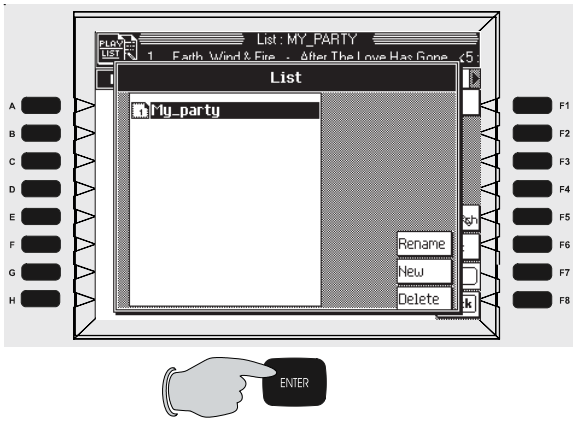


4 Press the function button F7 NEW to create a new play list

5 Type a name for the new play list, then press ENTER

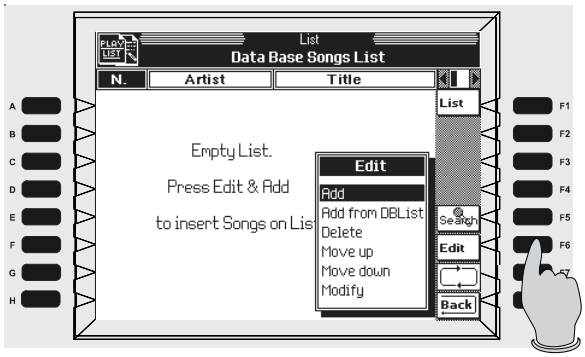


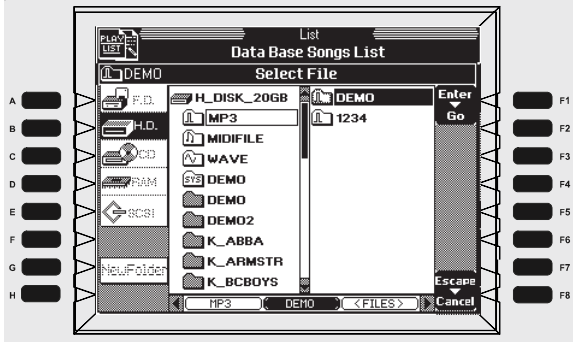
6 The new play list title appears in the screen, now press [ENTER]



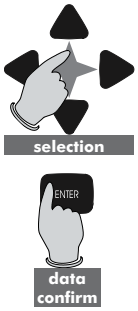
7 Press the function button [F6 EDIT], then select ADD. Press [ENTER] to start adding files to the PLAY list

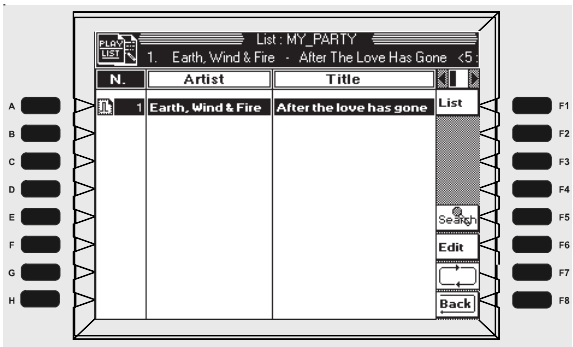
The command ADD allows to insert music files in the PLAY LIST taken from the internal hard disk, ADD FROM DB LIST allows to insert music files taken from the internal DB LIST





8 Select any file from the hard disk using the CURSOR, then press [ENTER]

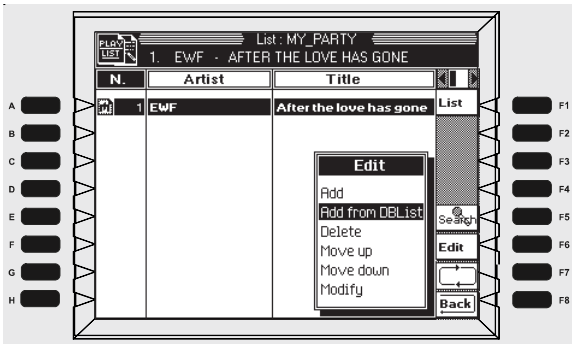




9 The first song is now added to the PLAY LIST

The song file can be now played immeately by simply pressing the PLAY button in the SONG PLAYER section. The song start playing and you can ADD another song to the list without stop the current song playing!

10 Repeat the ADD operation selecting another song from the DB LIST. Press [F6] EDIT , select ADD from DB LIST using the DOWN CURSOR, then press ENTER.



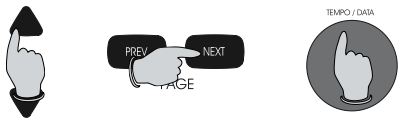
List : MY_PARTY
Add from DB-List
1 10CC I'm not in love
2 883 Bella vera
3 883 Ci sono anch'io
4 883 Come deve andare
5 883 Io ci saro'
6 883 La dura legge del gol
7 883 La lunga estate caldiss
8 883 Uno in piu'
9 Abba Dancing queen
10 Abba Dancing queen
Ins

11 The DB LIST contents appears in the screen

List : MY_PARTY
Add from DB-List
1 10CC I'm not in love
2 883 Bella vera
3 883 Ci sono anch'io
4 883 Come deve andare
5 883 Io ci saro'
6 883 La dura legge del gol
7 883 La lunga estate caldiss
8 883 Uno in piu'
9 Abba Dancing queen
10 Abba Dancing queen
Ins

12 Select any of the DB LIST song files

For a faster song selection can be used: the UP/DOWN CURSOR, the PAGE PREV/NEXT Buttons, the DIAL.



List : MY_PARTY
Add from DB-List
1 10CC I'm not in love
2 883 Bella vera
3 883 Ci sono anch'io
4 883 Come deve andare
5 883 Io ci saro'
6 883 La dura legge del gol
7 883 La lunga estate caldiss
8 883 Uno in piu'
9 Abba Dancing queen
10 Abba Dancing queen
Ins

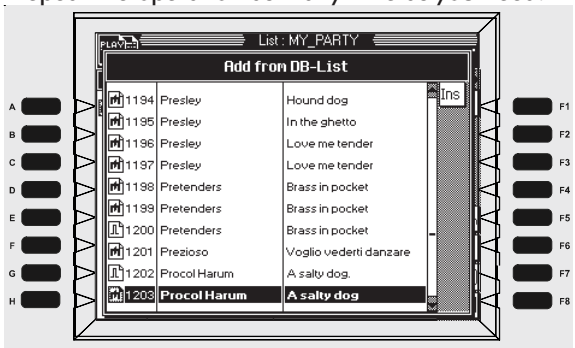
13 Select the songs the list. Press ENTER to confirm the selection, the song title is show in black

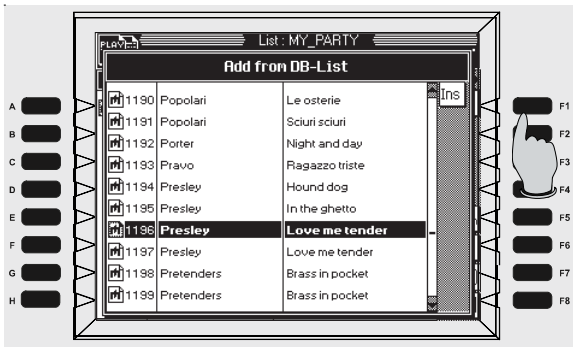
During this operation the previous song continues to play without interruption.

A multiple songs selection is also possible, by simply selecting a next song with the cursor and pressing ENTER to confirm.

List : MY_PARTY
Add from DB-List
3 883 Ci sono anch'io
4 883 Come deve andare
5 883 Io ci saro'
6 883 La dura legge del gol
7 883 La lunga estate caldiss
8 883 Uno in piu'
9 Abba Dancing queen
10 Abba Dancing queen
11 Abba Fernando
12 Abba Money, money, money
Ins

Repeat the operation as many time as you need.

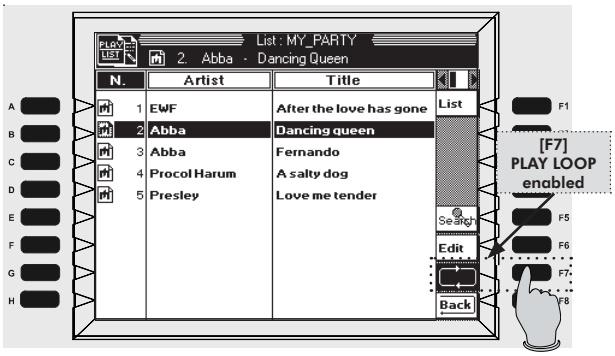

List : MY_PARTY
Add from DB-List
1194 Presley Hound dog
1195 Presley In the ghetto
1196 Presley Love me tender
1197 Presley Love me tender
1198 Pretenders Brass in pocket
1199 Pretenders Brass in pocket
1200 Pretenders Brass in pocket
1201 Prezioso Voglio vederti danzare
1202 Procol Harum A salty dog.
1203 Procol Harum A salty dog
Ins


List : MY_PARTY
Add from DB-List
1190 Popolari Le osterie
1191 Popolari Sciuri sciuri
1192 Porter Night and day
1193 Pravo Ragazzo triste
1194 Presley Hound dog
1195 Presley In the ghetto
1196 Presley Love me tender
1197 Presley Love me tender
1198 Pretenders Brass in pocket
1199 Pretenders Brass in pocket
Ins

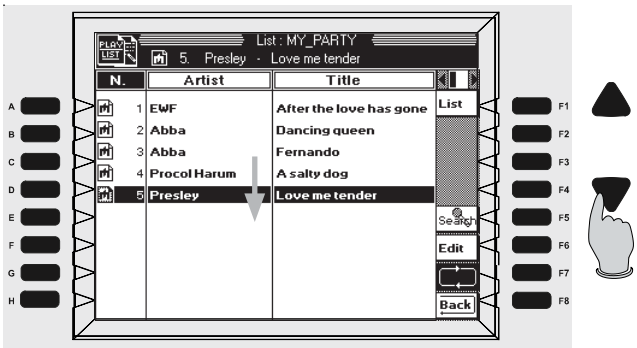
14 Once the song selection is completed press [F1] INS

The selected songs are now add to the PLAY LIST.

Note: enabling the [F7] LOOP function, any selected song of the PLAY LIST will be played automatically once the previous song will be finish to play.

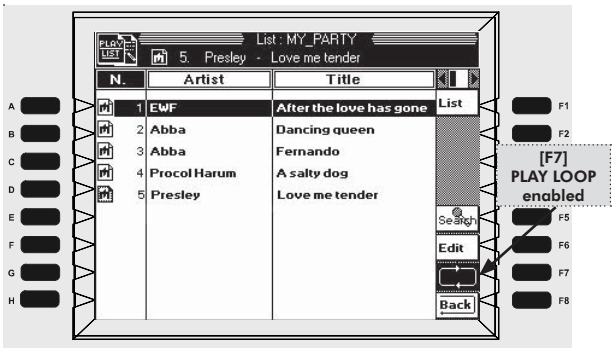


The Song "DANCING QUEEN" is currently playing and the LOOP function is enabled

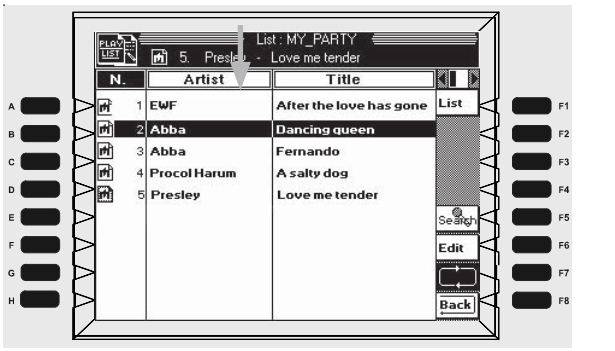


Select another song during the PLAY, (LOVE ME TENDER in the example) by simply moving the CURSOR on it. Once "DANCING QUEEN" will be finish to play, "LOVE ME TENDER" will be selected and started automatically.

If another song is not selected during the first song playing (the cursor remain in the same song location), the instrument automatically will switches and play the next song of the PLAY LIST.

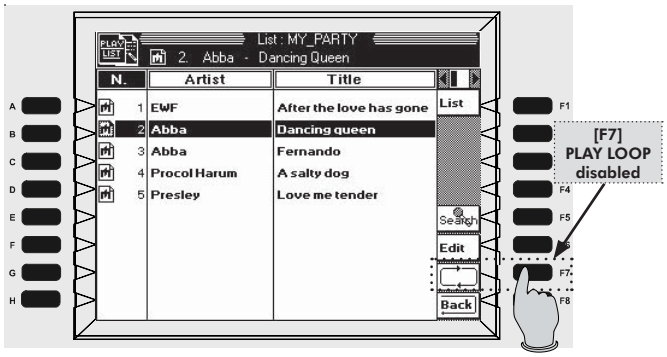


Once the song "AFTER THE LOVE HAS GONE" (in the example) finish to play, the next song of the list "DANCING QUEEN" is automatically selected and started.

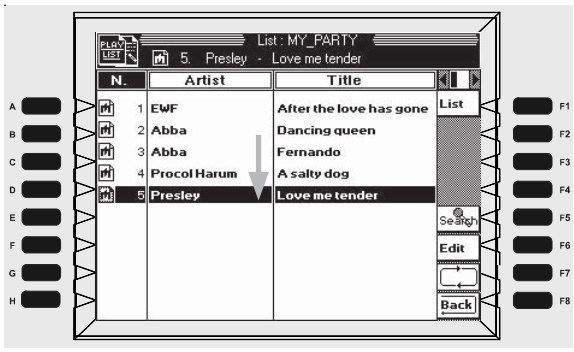


In this way it will be possible to easy arrange and manage your music repertoire "on fly" during your live performance

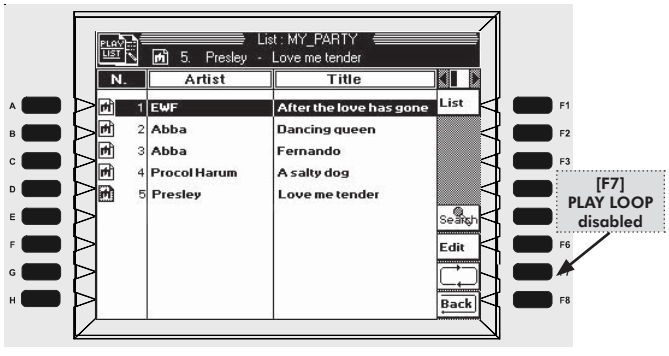
Note: disabling the [F7] LOOP function, any selected song of the PLAY LIST will be automatically selected once the previous song will be finish, but to start the song the PLAY button have to be pressed.

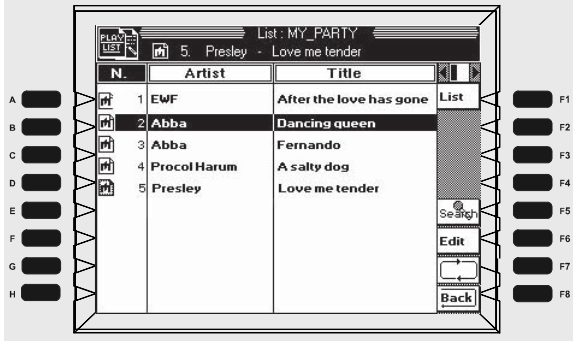


The Song "DANCING QUEEN" is currently playing and the LOOP function is disabled



Select another song during the PLAY, (LOVE ME TENDER in the example) by simply moving the CURSOR on it. Once "DANCING QUEEN" will be finish to play "LOVE ME TENDER" will be automatically select but not started. Press the PLAY button to start the song.





As in the above example, disabling the [F7] PLAY LOOP function and do not selecting another song during the first song playing (the cursor remain in the same song location), the instrument automatically will switches to the next song of the PLAY LIST. To play the song will be necessary to press the PLAY button on the panel.

Descriptions

Lets analyze the PLAY LIST managing screen page. This page is recalled by pressing the function button [F1] LIST from the main page

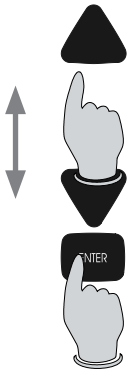
F6 RENAME
Allows to add and to rename an already existing play list

Select first the PLAY LIST you want to rename, press **[F6] RENAME**, type the new name, then press **ENTER**.

F7 NEW
Create a new Play list

F8 DELETE
Delete an existing PLAY LIST

Select first the PLAY LIST you want to delete, then press **[F8] DELETE.**



It is possible to create multiple play lists, (Press the button [**F7**], type the name, press **ENTER**). Each PLAY LIST can contain a special selection of your repertoire, properly fitted for each type of performance: wedding, karaoke bar, disco etc. Select them with the **UP/DOWN CURSOR** and press the **ENTER** button.

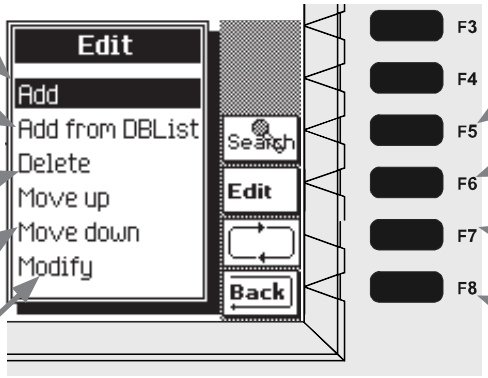
ADD
Adds music files from the internal hard disk

ADD FROM DB LIST
Allows to add music files already present in the DB list

DELETE
Deletes a selected file from the play list

MOVE UP/DOWN
Shifts a position up/down a selected file in the play list

MODIFY
Allows to modify the number, artist, title attributes of the files



F5 SEARCH
The PLAY LIST features a search function, as the same as the DB list

F6 EDIT
Enter the Play list edit menu

F7 PLAY LOOP MODE
Allows to play in loop the selected songs (*)

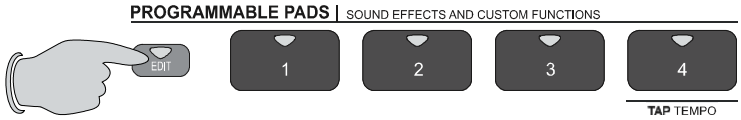
F8 BACK
Returns the screen to the main page

NOTE: ***From this release version the above descripted functions works realtime and multitasking, then selecting any of them the current song playing will be not interrupted.***

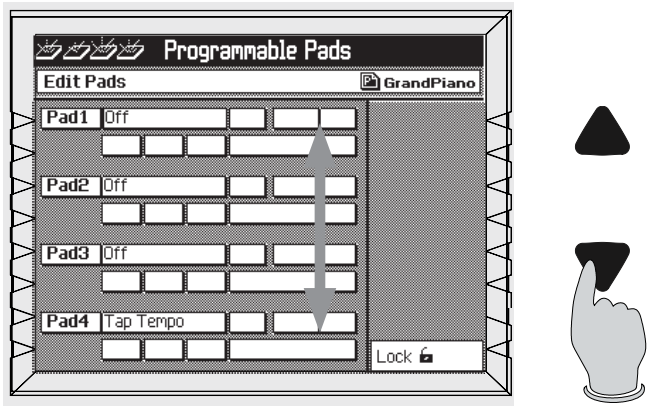
(*) See the detailed description of this function on page 8

ASSIGN TO A PAD THE MUTE OF THE SEQUENCER TRACKS

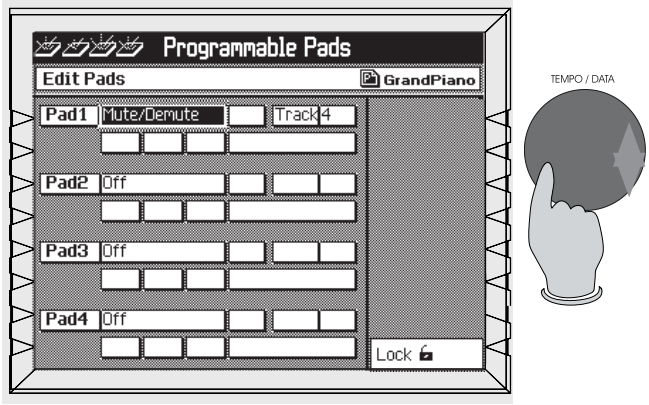
It is now possible to assign (using one or more of the programmable pads) the MUTE function from any sequencer track. This provides you the ability to obtain a very powerful "Minus One" realtime function. Typically this function is used to mute the lead melody in a Song (track n. 4), however you can choose to mute any track of the sequencer (from 1 to 32).



1 Press the [EDIT] button in the programmable pads section. The edit page is shown on the display.

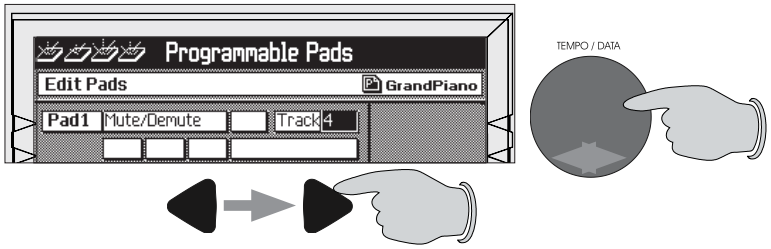


2 Select the PAD to assign the mute function using the UP/DOWN CURSOR.



3 Once you have selected the PAD (n. 1 in this example), select the MUTE/DEMUTE function by rotating the DIAL.

The default mute channel is assigned to the #4, the track and the relative Midi channel, where the lead track is memorized usually.



4 Move on the TRACK field using the RIGHT CURSOR to modify the track you want to mute.

5 Then Use the DIAL to modify the value. You can assign any of the sequencer track from #1 to #32.

The operation can be repeated, selecting different programmable pads, in this way you can prepare different buttons to realtime perform with the Song Player section.

The programmable pad set up can be stored in one of the internal MEMORIES or saved in real-time using the LOCK function [F8]. Please refer to the relative section in the owner manual.

STANDARD MIDIFILE EDITING UPGRADE

Concept:

It is now possible to edit a standard midifile (".mid" format) music parameters (sounds, levels, pan, transpose etc.) without loading it into the sequencer memory. In this way the entire editing procedure became more fast and simple, then it is possible to maintain meta event data such as the lyrics info contained in the file. (*)

(*) IMPORTANT NOTE: The meta event data format inside the midifile is not unique and these data could be write in different way. The previous Genesys Ensemble operating system allows the meta event info (eventually) contained in a standard midifile to be visualized in the display and from video out. The instrument during the use of the player (direct to disk, DB List or PLAY List) allows to visualize the Lyrics even in different format. This was not allowed loading a midifile in memory for mix and sound editing, in fact the lyrics info if not corresponding to the TUNE 1000® format (the one of Genesys internal text editor), was missed. In this way the O.S. V 1.02 allows to edit midifiles music parameters without the meta event data are missing.

Steps:

A Locate the midifile to edit — **From:** → Floppy/CD / Hard Disk

B Edit the music parameter (sounds, levels, transpose etc.)

C Save the edited midifile — **To:** → Hard Disk

Description

LOCATE THE MIDIFILE TO EDIT

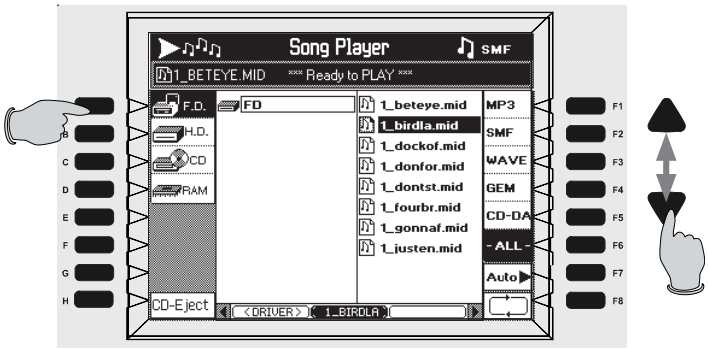
It is possible to edit a standard midifile directly in the support where it is memorized (floppy or CD), **before** copying it in the hard disk, or **after** it has been copied in the hard disk

A THE MIDIFILE IS STORED IN A FLOPPY DISK (CD)

1 **Insert the floppy in the driver**

2 **Press the SELECT button in SONG PLAYER**

3 **Select the Floppy disk driver by pressing the function button [A], then select the title of the midifile you want to edit using the cursor**



4 **Let the midifile play by pressing the PLAY button on the panel.**

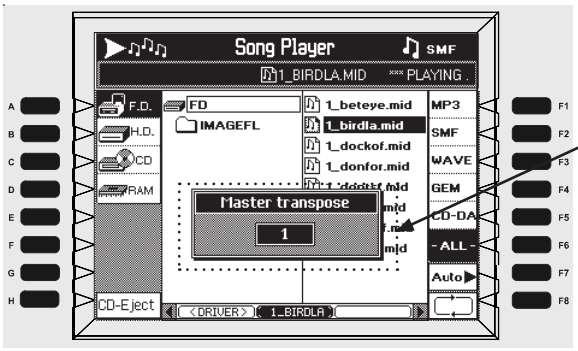
NOTE: *as we will see in the next chapters the possible editing procedure are basically the same already analyzed in the section edit of the manual. The actual news consist of the possibility offered by this O.S. release, to STORE the edited data directly in the midifiles, without loading them into RAM memory and maintaining their original format (.mid) as well.*

BEWARE: *using this procedure pay attention that the parameter you're editing is supported by the GENERALMIDI standard, then correspond to: GEN. TRANPOSE, VOLUME, PAN, PROGRAM CHANGE. The other Genesys parameters present in the edit menu are supported by the GEM songs format only.*

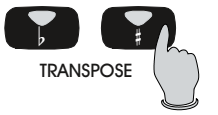
MIDIFILE TRANSPOSE

It is possible now realtime transpose the entire selected or played midifile, by simply pressing the TRANSPOSE #/♭ buttons on the panel. Each time you press the [#] button the general pitch of the midifile will be increased of a semitone, each time you press the [♭] button the general pitch of the midifile will be decreased of a semitone, a global range of +/- 24 semitones is allowed. To restore the original pitch it's enough to press the two TRANSPOSE buttons contemporarily.

In this condition of editing the TRANSPOSE really modify the MIDI note events value contained in the midifile.

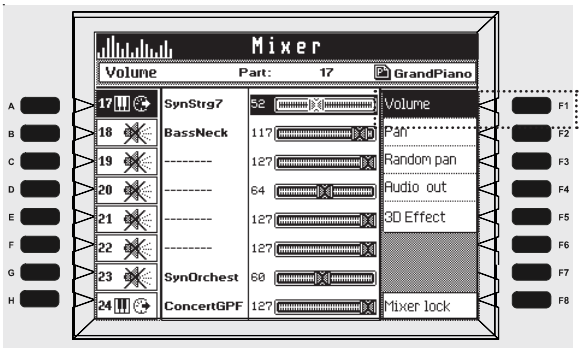


The semitone TRANSPOSE value is shows in the display.



MIDIFILE MIXING PARAMETERS: VOLUME

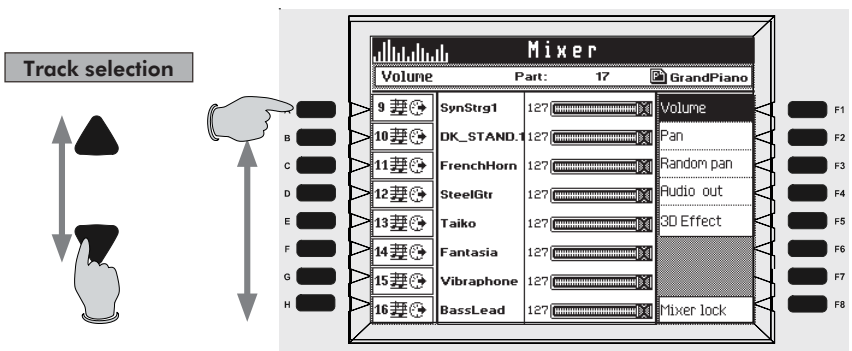
Press the MIXER button on SECTION EDIT area to access the VOLUME set up page. As well as the function button [F1] will recall the VOLUME page in case a different parameter has been previuosly selected.



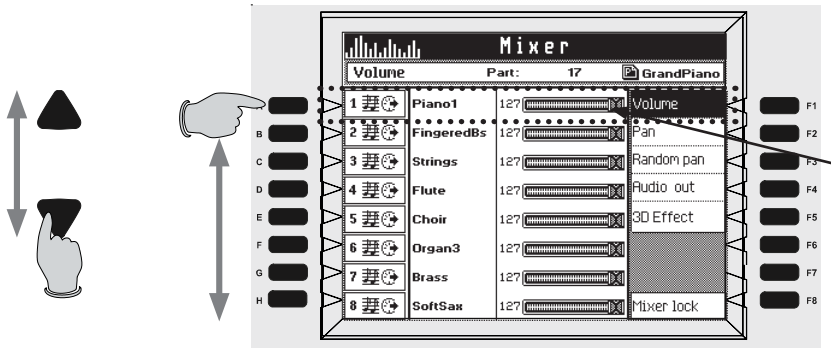
SECTION EDIT

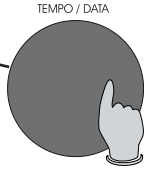
The main screen visualize the tracks assigned to the current Preset (from 17 to 24). Press the button PART on the panel to select the midifile tracks from 9 to 16

Track selection



The main screen visualize the Midi tracks from 9 to 16, it is possible to select each of them using the relative function buttons from [A] to [H], as the same way can be also used the UP/DOWN CURSOR. Pressing the PART button again, the track from 1 to 8 will be visualized in the display.

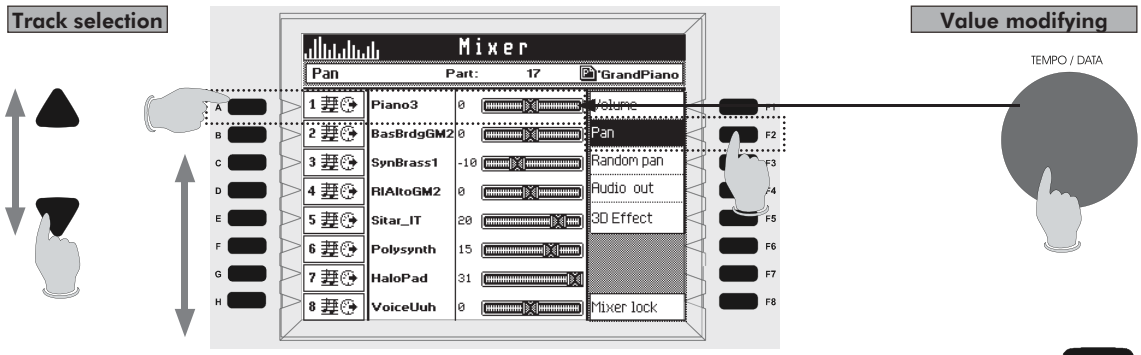




Once a track is selected the VOLUME value can be modified by rotating the DIAL. The operation can be repeated as many time as you need.

MIDIFILE MIXING PARAMETERS: PAN

Press [F2] PAN to select the PAN set up page. The PAN value of each track can be modified as you wish.



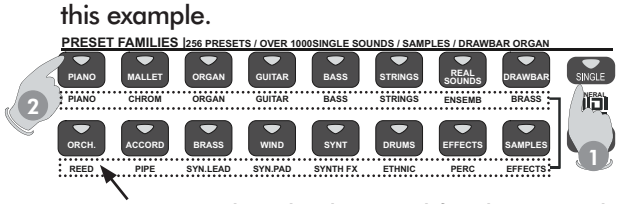
Press the PART button on the panel to select the tracks from 9 to 16.

MIDIFILE MIXING PARAMETERS: TO CHANGE A SOUND IN A MIDI TRACK

1 Select the midi track you want to change the sound, using the UP/DOWN CURSOR (or the function buttons A-H). The selected track is visualized in "reverse".

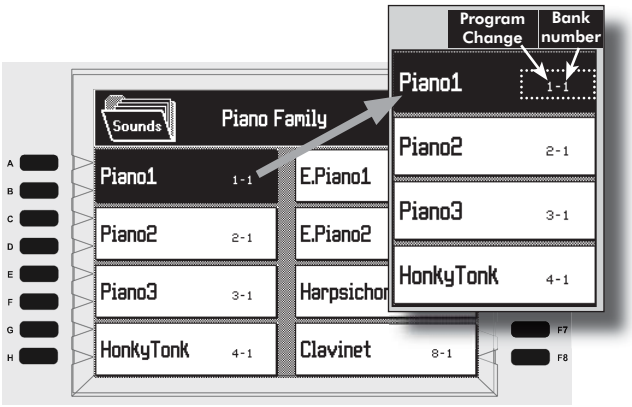
To the track n. 1 is currently assigned the sound **PIANO1**

2 Press the SINGLE button in the PRESET FAMILIES selection area, then the button of the family instrument you want to change. PIANO family in this example.

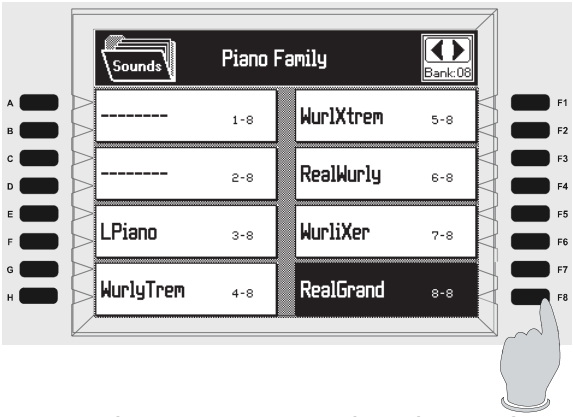


In SINGLE sound mode, the sound families are indicated by the silkscreen below each button

The display now shows the first sound of the first bank in the sound family you have selected.



3 Press the PAGE NEXT button to select the desidered sound bank, then recall the sound by pressing the associated function buttons. [F7] or [F8] to recall the sound REALGRAND, in this example.



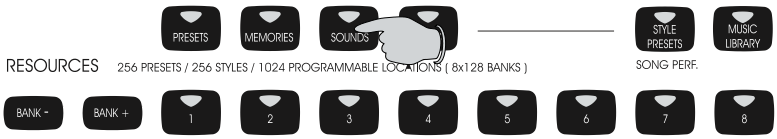
Repeat the operation over the other tracks as many time as you need to edit the midifile.

(*) Please consult the next chapter about the sound selection in Genesys xp

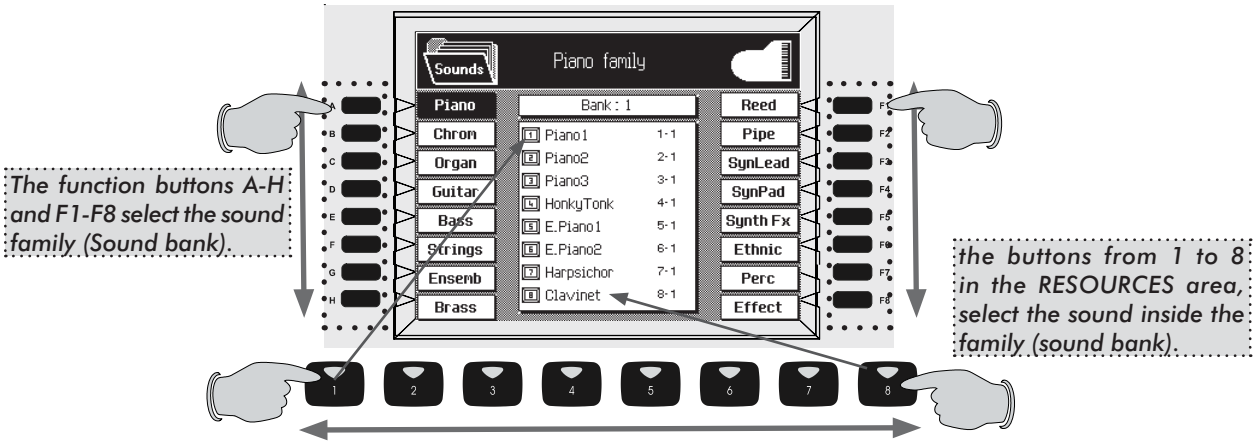
CHANGE A SOUND IN A SEQUENCER TRACK IN GENESYS XP

Genesys xp is the module version of the workstation, for this reason has a different control panel layout and a different method to recall the single sounds in the sequencer tracks.

To enter in the single sounds selection menu: select any of the sequencer track, then press the SOUND button in RESOURCE section.



The display shows the following screen



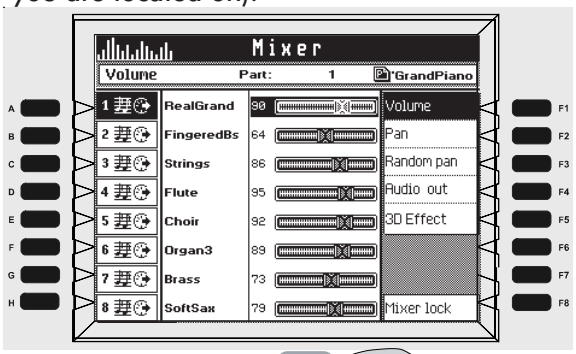
The function buttons A-H and F1-F8 select the sound family (Sound bank).

the buttons from 1 to 8 in the RESOURCES area, select the sound inside the family (sound bank).

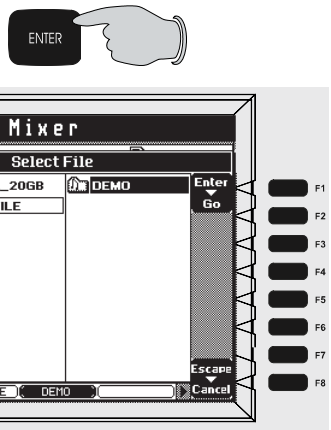
TO CONFIRM THE EDITING PROCEDURE: STORE

The editing to the function just described (TRANSPOSE, VOLUME LEVEL, PAN, SOUND) can be executed in the way and order you wish (i.e. only the TRANSPOSE, only VOLUME, etc.). The most important operation at the end of each editing session is to fix the editing in the midifile, for this purpose have to be used the STORE button (*).

1 Once your midifile editing is completed, press the STORE button on the panel (from any screen you are located on).



2 A confirm screen appears in the display, press the ENTER button as request



This screen allows to assign a destination driver (HD, Floppy) and a directory for the edited midifile. It is possible to create a new midifile subfolder into the main MIDIFILE folder using the NEW FOLDER [G] command.

IMPORTANT NOTE: in order to save the modified midifile sound map in a correct way, take care before to store the edited data, to disable the GENERALMIDI mode in EDIT MIDI MENU (set: GENERALMIDI [OFF]) .

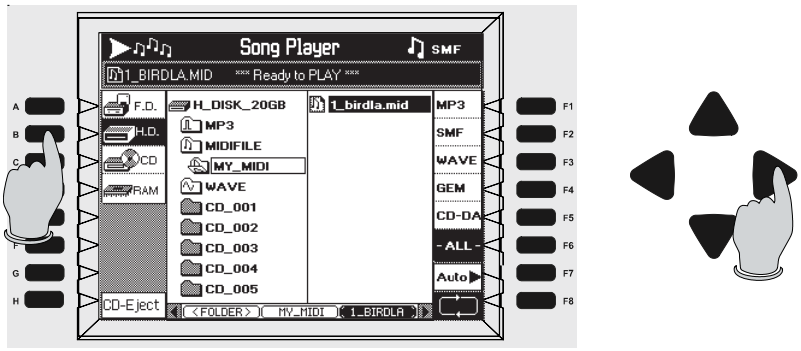
LOCATE THE MIDIFILE TO EDIT

Now see the second option of this editing procedure (please refer to page 16), then the midifile you want to edit is already stored in the internal Genesys hard disk.

B THE MIDIFILE IS ALREADY COPYIED ON THE HARD DISK

1 Press SELECT in the SONG PLAYER Section

2 Select the hard disk as driver and locate the file in the MIDIFILE folder using the CURSOR



3 Play the midifile and execute the edit you wish as explained in the previous chapter

4 Press STORE to confirm the editing and then save the midifile

Saving Options:

OVERWRITE the existing midifile

The edited midifile replace the older

Save the midifile with a different name

In this way you'll have two versions of the midifile: the original and the modified. Use the option you prefer.

SAMPLE EDITOR UPGRADE

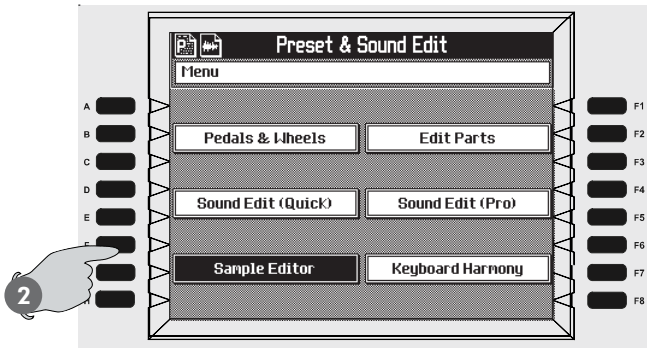
The SAMPLE EDITOR is the Genesys section to import and program external sample. This section of the instrument has been implemented with two interesting functions:

A It is now possible to create multisamples using up to 32 different samples

B An AUTO ASSIGN function for a single sample to a multisample it is now available

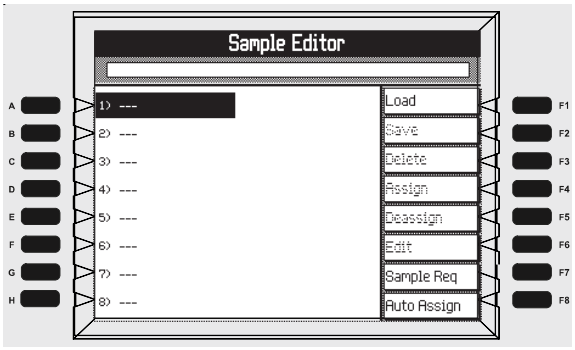
CREATE A MULTISAMPLE USING UP 32 DIFFERENT SAMPLES

1 Enter the SAMPLE EDITOR page by pressing the PRESET button in SECTION EDIT, then the function button G.



The menu selection can be even executed by selecting the SAMPLE TRANSLATOR menu with the cursor, then pressing ENTER.

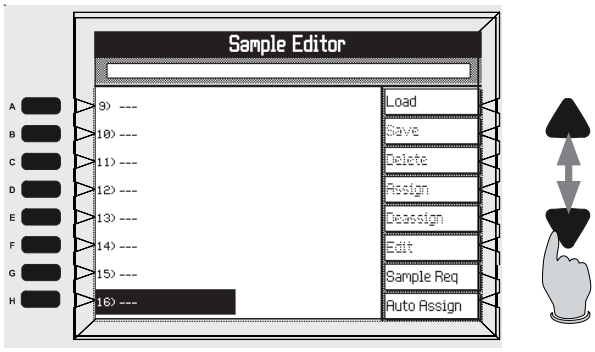
2 The SAMPLE EDITOR main page now appears in the screen



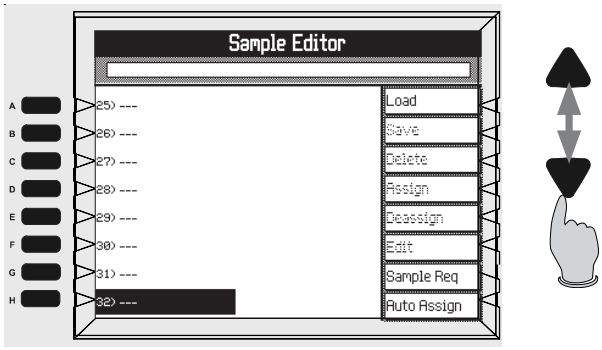
The SAMPLE EDITOR main page show you the location from n.1 to n.8 (the locations allows you to load user samples).

Pressing the button F1 LOAD, you can load a sample in to the selected location. ***The detailed procedure is described in the next chapter***

3 Using the DOWN CURSOR now you can select the different screens from sample location n. 9 to 16



4 And so forth up the the location n.32



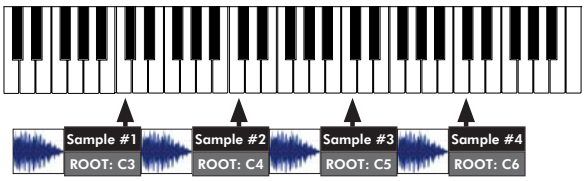
Now your user sound can be created using more accurate and realistic way thanks to the possibility to use up to 32 different sample in a multisample.

THE AUTO ASSIGN FUNCTION

Concept:

The AUTO ASSIGN is a very useful function that allows to shorten the key mapping of the samples along the keyboard. This function automatically assigning each of the samples you have already loaded in the list, its separate range of keys. It arranges the samples in order according to the source note of each sample, (the key on the keyboard which plays back the sample at it's original pitch) or, if the source pitches are the same, the order of the samples in the list. To use this function, simply go to the assign menu after loading your samples and press the AUTO button.

In the next example we create a synth sound multisample including 4 different wave files:

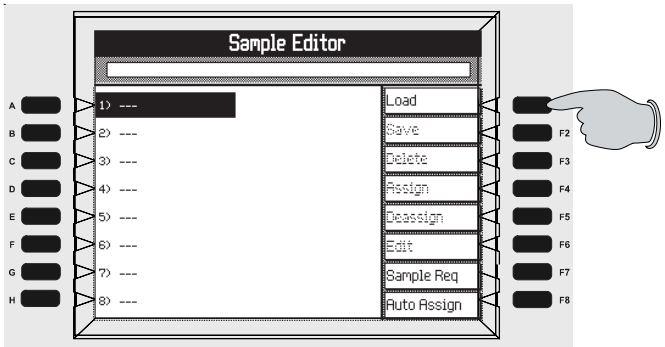


Steps:

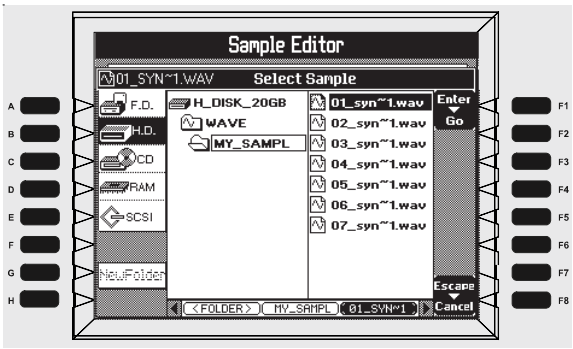
A	Import WAV files in the instrument
B	Load the WAV files in the sample editor
C	Load each WAV files in the sample editor
D	Use the AUTO ASSIGN function to set the keyboard area for each sample
E	Save the multisample

Description

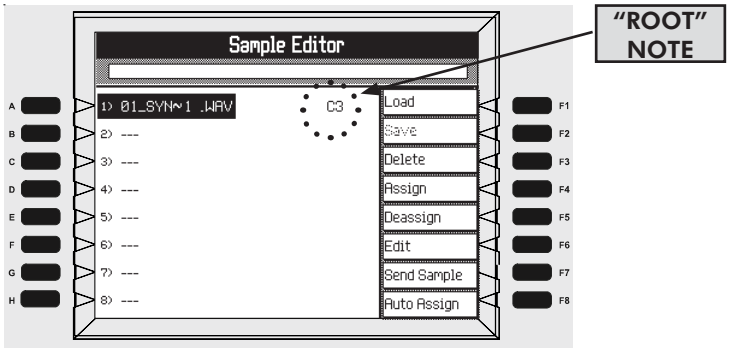
1 Enter the SAMPLE EDITOR page, then press [F1] LOAD



2 Locate the driver (floppy, cd rom) or the directory where the samples are memorized, press ENTER to load

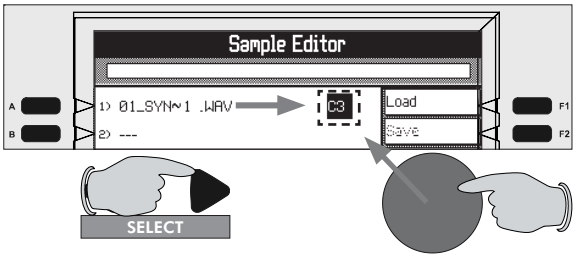


The samples can be loaded directly from a media support (CD ROM floppy) or copied first in an hard disk directory, then loaded in memory, as in this example.



The first sample is now loaded in the slot n. 1. As you can see, in this case the "ROOT" note of the sample is correctly recognized by the sample editor.

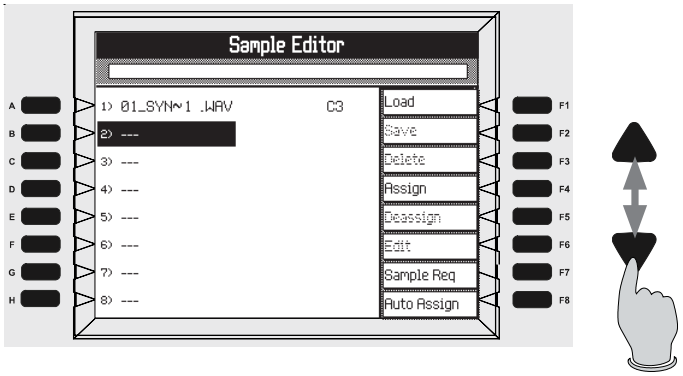
ATTENTION! ***Due to some software sampler editors wave saving format, the ROOT note could not be automatically recognized by the instrument. In this case select the ROOT note field on the display, then input the ROOT note manually, by rotating the DIAL.***



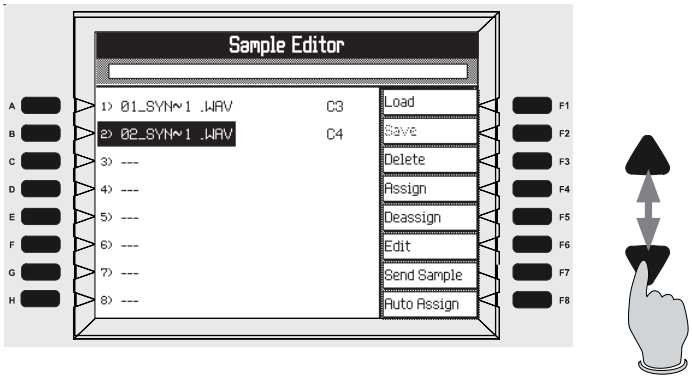
DEFINITION:

The sample ROOT note is the real note (main frequency) which the sample has been captured.

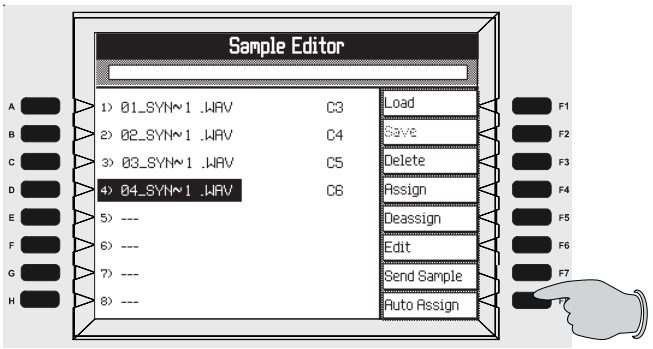
3 Once the first sample is loaded, move on slot n. 2 using the DOWN CURSOR and load the second sample of the multisample we are creating



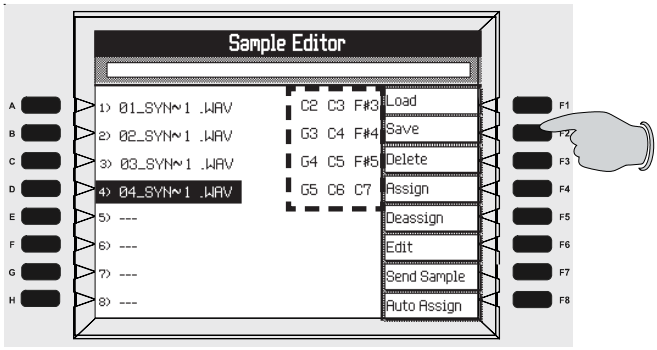
4 Continue to load samples until all of multisample partials are loaded into memory

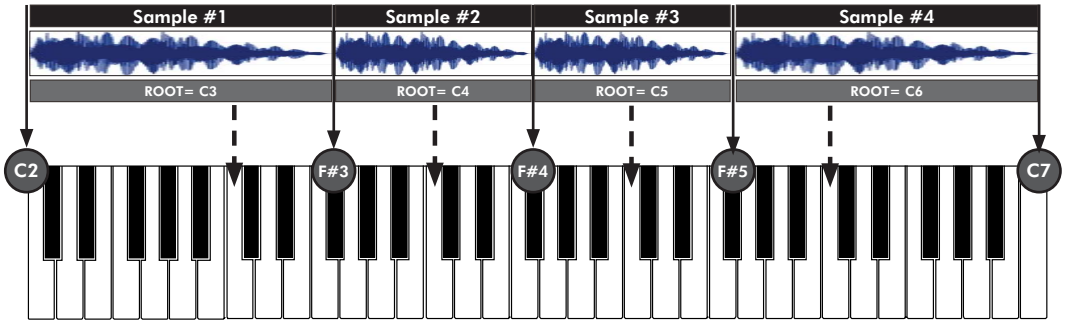


5 Once the multisamples is complete press the button [F8] AUTO ASSIGN



6 After a few seconds each sample is automatically assigned to a keyboard zone. Save the multisample by pressing the function button [F2] SAVE.





The AUTO ASSIGN setting can be modified using the ASSIGN (F4) page options.

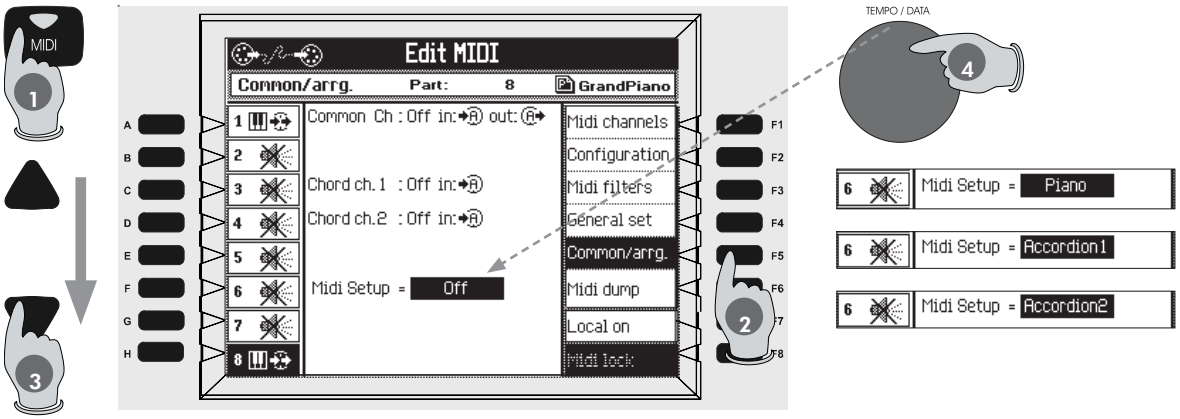
For the details about the SAVE and ASSIGN sample edit operations, please refer to the SAMPLE EDITOR chapter in the Genesys user manual.

THE MIDI SET UP

The MIDI Set Up is a function that simplifies the connection of an external MIDI device (digital piano or accordion).

1 Connect your MIDI controller MIDI Out to the Genesys MIDI In

2 Press the MIDI button on the panel, then the function button [F5] COMMON/ARRG.



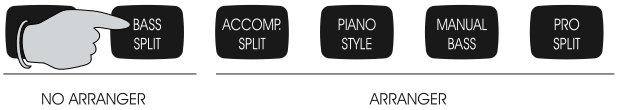
3 Select the field MIDI SET UP using the CURSOR DOWN. The default value of this parameter is OFF (disabled). By rotating the DIAL you can select: PIANO, ACCORDION 1 and ACCORDION 2 set up.

PIANO

Enable the COMMON channel N. 1. In this way it is possible to control the realtime functions of the Genesys (presets, styles, memories etc.) Using an external MIDI keyboard, like a digital piano, by transmitting on a single MIDI channel (N. 1 in this set up).

ACCORDION 1

Enable the COMMON channel N. 1 and the CHORD channel 2. This set up allows the following performance, related to the KEYBOARD MODE pad selection. The BASS/SPLIT and MANUAL/BASS modes are automatically adjusted for use with a MIDI accordion.



SELECTING BASS/SPLIT

Enabling the accordion set up 1, the BASS/SPLIT mode allows you to play your accordion in real time, (without the arrangements), playing the active voice (preset) in the right hand keyboard, while the left hand can play the bass in the first two line of buttons, and the chord in the remaining lines of buttons.

LEAD

Play the selected PRESET

BASS

Play the BASS sound recalled by the selected PRESET

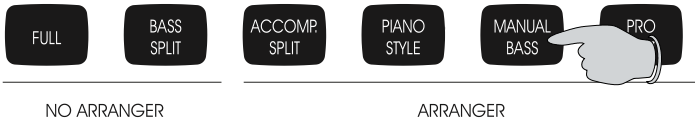
CHORD

The chord play the chord sound recalled by the selected PRESET

With this set up it is possible to use the DRUMS track of each style, performing the accordion in realtime.

SELECTING MANUAL/BASS

Selecting the MANUAL/BASS button, allows you to perform in the same way as described before, but using the styles/arrangements. The chord lines will be played with the left hand lead the Genesys chord recognizing system of the styles section, while the bass parts are played in realtime using the first two line of buttons.



LEAD

Play the selected PRESET

BASS

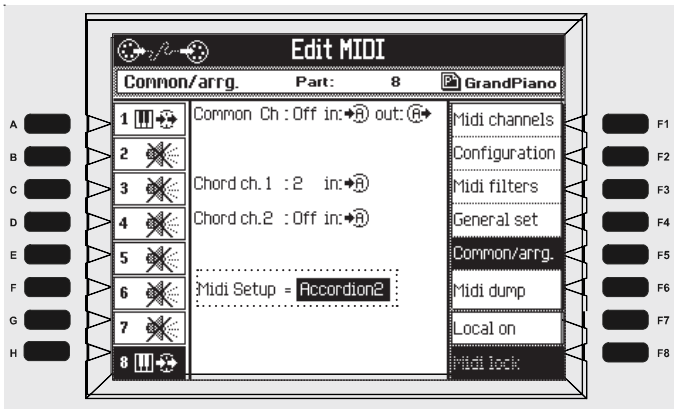
Play the BASS sound recalled by the selected PRESET

CHORD

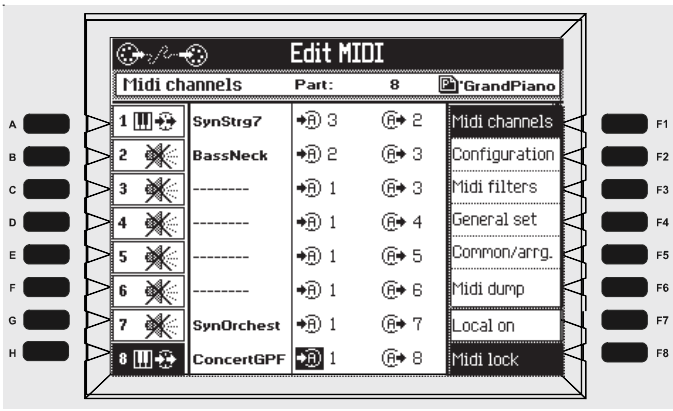
The Played chord lead the arrangement section of the currently selected style

ACCORDION 2

The ACCORDION set up 2 works without the MIDI common channel activation. In this case all the realtime MIDI channels of the Genesys are re-arranged in order to lead the three accordion sections. Select the setup you prefer, according to the specifications of your MIDI accordion.



Select the ACCORDION SET UP #2 by rotating the DIAL.



ACCORDION SET UP #2 MIDI Channel set up

MIDI ACCORDION STANDARD SET UP

Normally the most common MIDI accordion are set up with the following default MIDI configuration:

The right side keyboard Transmit on MIDI ch. 1

The BASS lines of the left keyboard Transmit on MIDI ch. 2

The CHORD lines of the left keyboard Transmit on MIDI ch. 3

FOLDER "AUTOLOAD" FUNCTION

The great Genesys operating power allows you to customize every section of the instrument, in a very accurate way: preset, memories, samples, user styles etc. Can be quickly created or edited to be used in your live (or studio) performance set up.

In Genesys the internal software data such as: the operating system, the musical resource, the user data etc. Are stored in a large backed RAM memory area. The RAM is powered by an apposite internal battery, this battery is continuously charged during the normal use of the instrument. When the instrument is switched off the backup battery maintain the internal RAM data for a period up to 6/7 days, after this period all the memory data are missed. Every time you switch on the Genesys, the instrument check the RAM data contents, if the resource data are not present, it reload them from the internal hard drive, as the same way as a personal computer. The AUTOLOAD folder data contents is automatically loaded together with the other data resources.

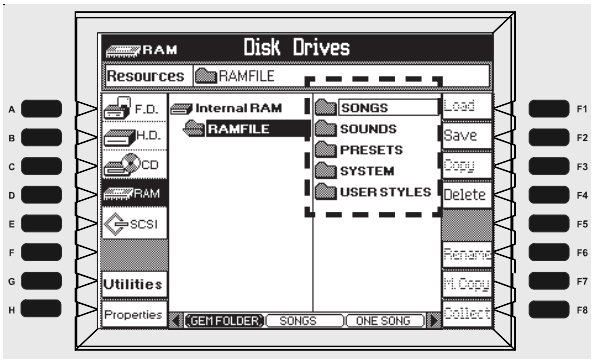
Concept:

It is now possible to automatically reload all your custom set up of the instrument, when Genesys load the operating system and the musical resource from the internal hard drive.

Description:

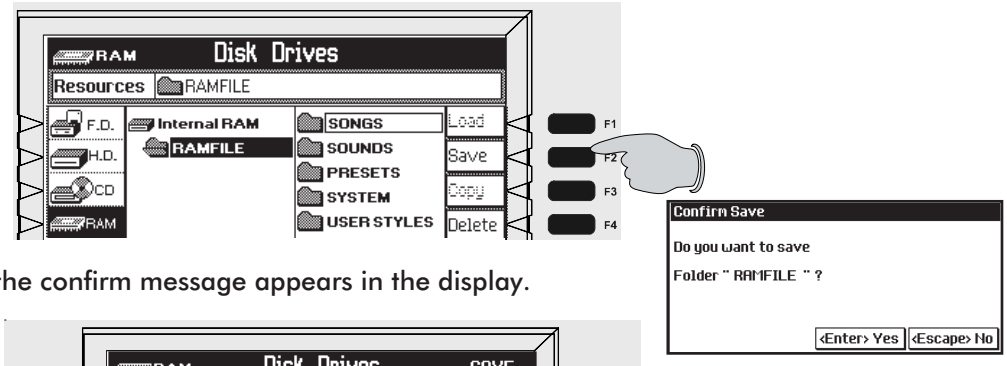
1 Load first into RAM memory all your custom set up data of the instrument (Preset, Style preset, User style, User sounds etc.).

2 Press the DISK button on the panel and select RAM. The display shows in the column on the right the folders containing the edited or created data.

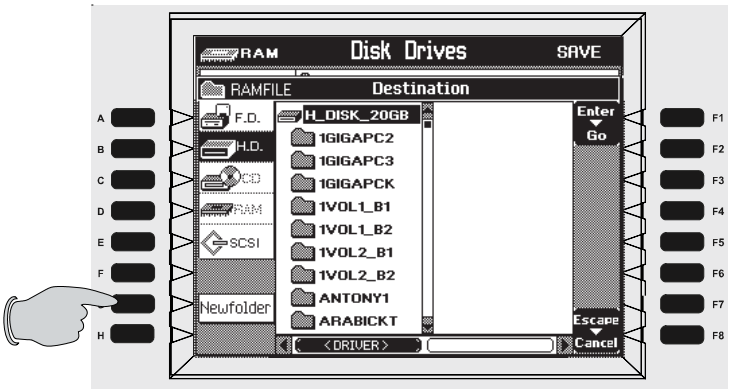


In this example we have stored in RAM some song, sounds, preset, user style and system data (SYSTEM).

3 Press the function button F2 SAVE to save the entire RAM contents.



4 Press ENTER when the confirm message appears in the display.



5 Press the function button [G] NEW FOLDER, and give the name "AUTOLOAD" to the new folder

6 Once the new folder appears in the display press ENTER, all the data are saved in this folder.

Specifications are subject to change without prior notice

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